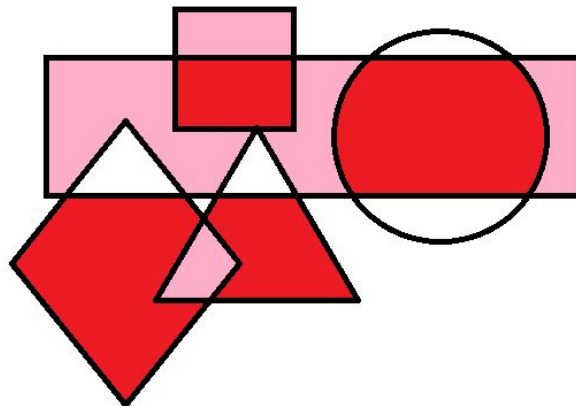


Graph Coloring

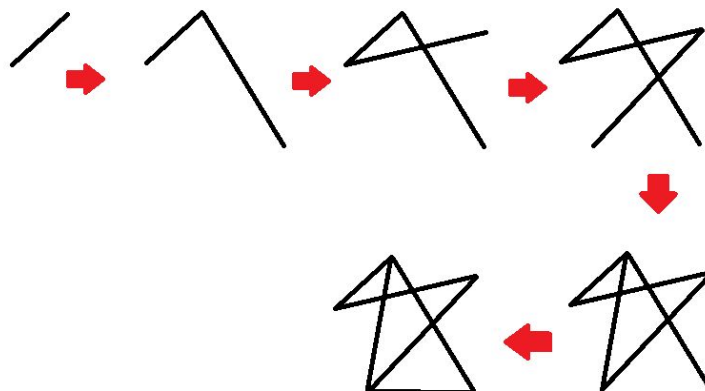
Since we selected Graph Coloring as our topic, we have been thinking about implementing the activity shown in the CS Unplugged page with our twist. Some of the ideas that we have discussed are shown below.

1. Maps

- a. Predefined Maps. This is the idea is the original idea shown in the CS Unplugged page. We planned on develop 6 different maps which will be randomly selected and shown when the game starts.

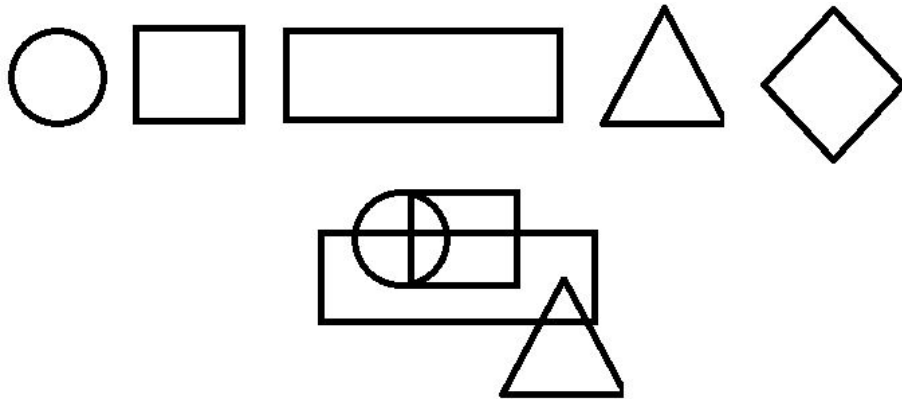


- b. Custom Maps. This idea means that the first player, or a person who is not going to play, is going to make the maps by drawing lines.

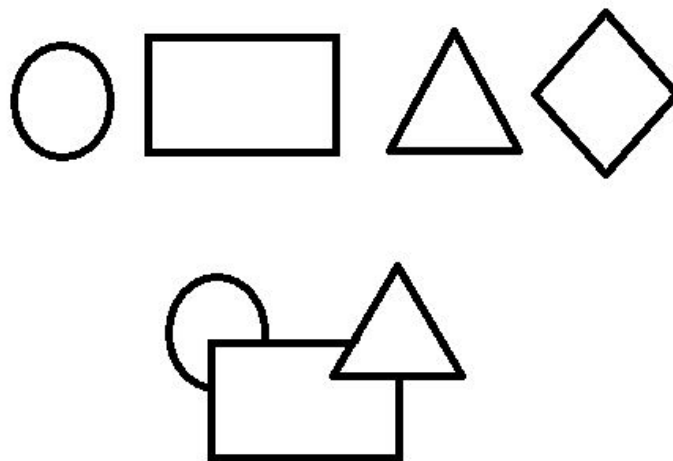


- c. **Predefined Shapes for Custom Maps.** This idea means that the first player or a person who is not going to play, will have the option to build a map from predefined shapes given in the game.

■ **Overlapping figures**



■ **Non overlapping figures**



2. **Colors**

- a. Set 3 unique colors per player. With this, each player would have a set of 3 different colors, and they will have to either collaborate with each other or play against each other.



- b. Group of 5 colors. There will be only 5 available colors for everyone to pick from.



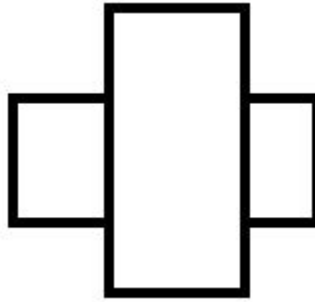
3. **Players**

- a. **One vs One.** There will be 2 players and they play against each other. It will be by turns, and we are thinking on implementing timers per each turn.

- b. Team. This could be the team collaborating with each other. This can also be with timers.

4. Issues

- a. There were many issues that we encounter with the coding of the maps.
 - How to record every section of the map when there is overlapping maps.
 - How to color an object that has other shape on top, which split the first object in two.



All these ideas are being discussed to see which combination better suits our project, and everyone is satisfied with it.