

Project Title

Sliding Tile Game

Project Description



You will create a sliding tile game. The game will be built using a single webpage and written using JavaScript. The game will have the following features:

- variable difficulty (changable number of rows and columns)
- variable background image
- randomize method (jumble the tiles)
- complete the tiles (reset)
- a percentage showing the number of tiles in their correct position
- game stats:
 - a name for the player (string with no spaces and reasonable max string length)
 - number of turns to complete
 - the turns taken from start to completion (list).
 - the begining arrangement of tiles (the initial tile setup for this game – so it can be played again).

Experience Areas

This project will allow members to gain and exercise knowledge and experience in the following areas:

- Webservices (Heroku)
- Html, Javascript

Possible costs

n/a

Equipment or Accounts needed

n/a

Deliverables

See 'Your Project Deliverables'.

