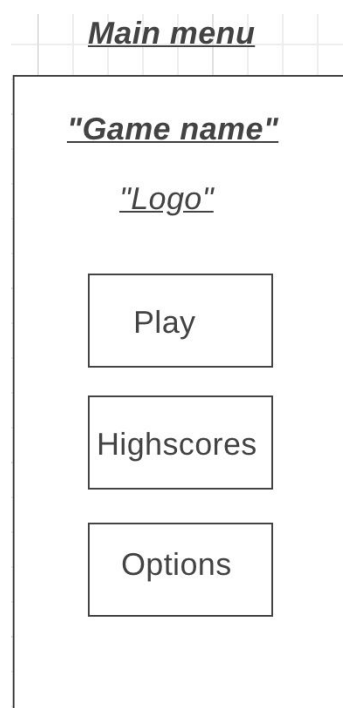


I-OS Project Work  
Alfred Runn, Simon Enström, Oliver Karlsson, Joacim Lilja  
Gitlab Link:

The application that we have decided to create is a simple puzzle game, Which has the user play increasingly difficult levels of "Sliding Puzzle" games. The user would be confronted with a picture that has been cut up into squares, And those squares are shuffled around so they are out of order. The user needs to organize these squares to form a clear picture. After the puzzle has been solved, A score would be calculated and presented to the user, from which they can decide if they want to replay the puzzle or move onto another one. The user's score for each level is stored in a database which resides on their device, which can be retrieved on the "Stats" page and shared on various social media pages.

On the first page of the application there will be a start menu including title, logo, start button, highscore button and a option button. To start the game the play button is used. Highscore will show the best scores for each level of difficulty made on the device and the score will be decided by how many moves it took to complete the puzzle and how long time it took to complete it. For changing settings in the application the option button is used. It should be possible for the user to control various settings like sound/music volume. The main way the user will move the different puzzle pieces around would be by swiping in 4 different directions. Up, down, left and right.



This is the basic layout of the Main menu, A name and a logo, with simple buttons for navigating to the different views.

## Highscores

"Time/number of moves made for each level

- 
- 
- 
- 
- 
- 
- 
- 

This is the idea/plan for how the Highscores menu will look, Showing the best times for each of the different stages, perhaps even with an option to see the top 3 scores of each puzzle.

## Options menu

Sound on/off

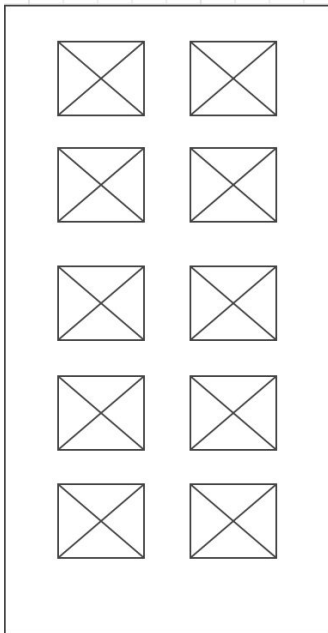
Music on/off

Notifications on/off(?)

Holds options for either turning sound on/off and sliders to control the volume

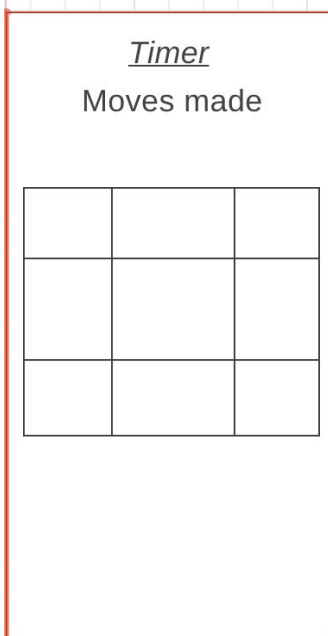
The options menu will provide check boxes for muting/unmuting sound and music and sliders to adjust the volume of the different sound sources.

### Play - Choose level



When pressing the Play button in the main menu, you get taken to the “Choose level” menu, showing thumbnails for the different stages/puzzles. Allowing the user to chose which one they want to play.

### Play - Active Game



Very general design of how the screen will look when solving a puzzle, the user will have a timer displaying how long it takes them to solve it, perhaps even showing the current highscore for that specific puzzle so that they know how fast they need to solve it to become number 1. Number of moves made will also be displayed on the screen, each time the user switches the position of a puzzle piece this number will be incremented.

The puzzle itself will be contained in different grids, e.g. a 3x3 grid where one square will be empty allowing the user to switch the different pieces around.

Not shown in the image is a button that will pause the game, giving the user the option of quitting and returning to the main menu.