

COMP1110 Group Project

Group thu11g

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Summary

Nicholas Dale (u6430146)

- JavaFX
- Drag and drop

Tim James (u6947396)

- Class structuring
- Game logic
- Game solution

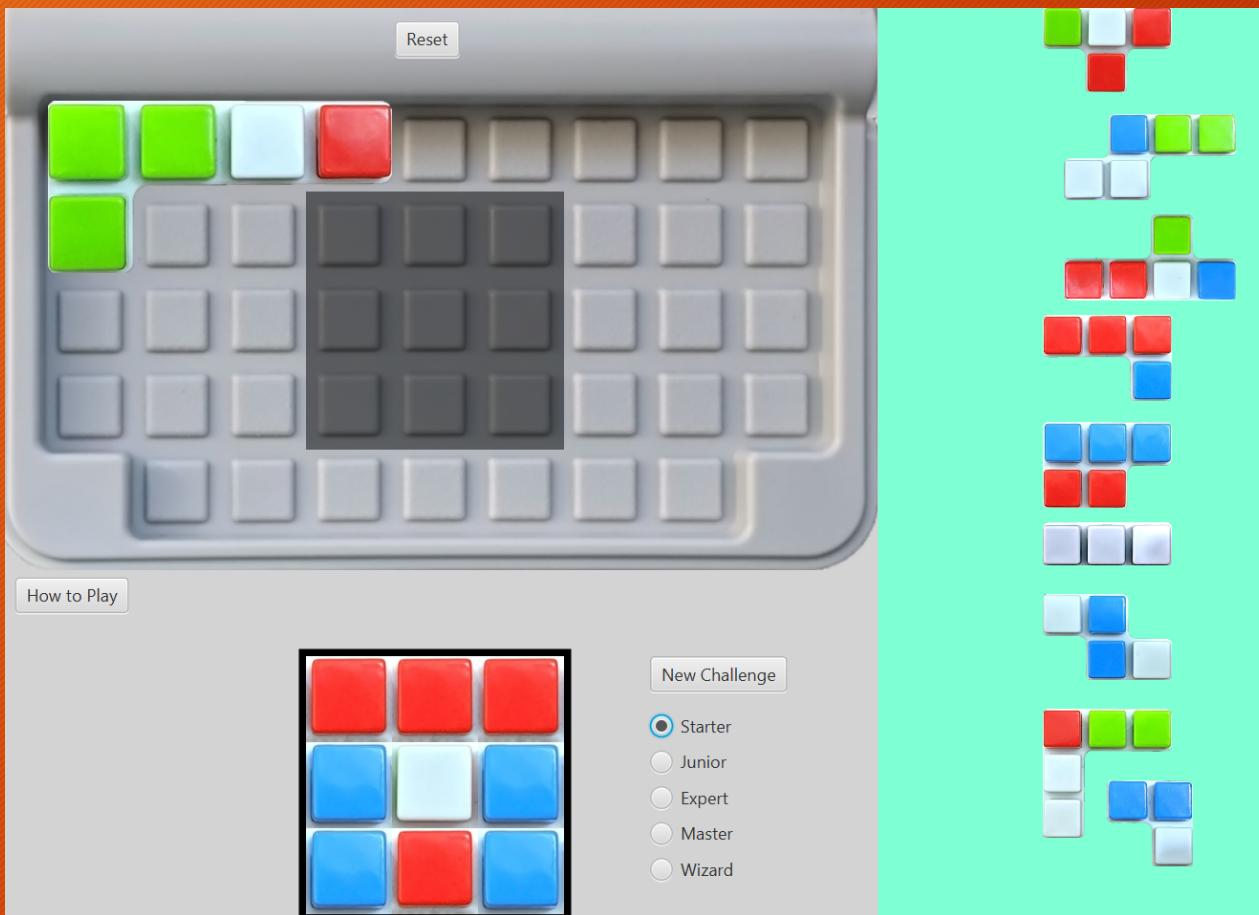
Rebecca Gibson (u6982060)

- Game logic
- JavaFX

Our approach

- Created enum classes for certain aspects of the game tiles:
 - Direction, Shape, State
- Created Tile class that utilized all enums
- Created ‘virtual’ game board array
 - Useful for game logic and implementation of game

Our Game GUI

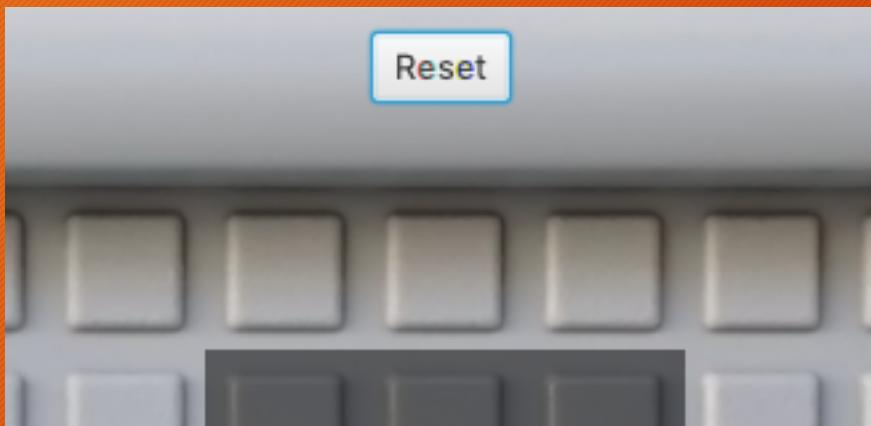


Usability

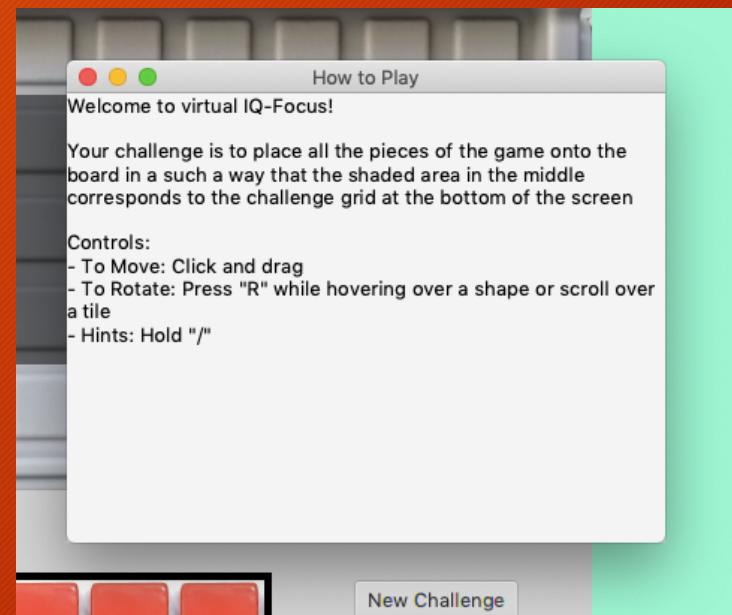
- Rotations via R key and scrolling
- Clicking to remove pieces
- Scaling tiles upon selection

Additional Features

Reset Board functionality

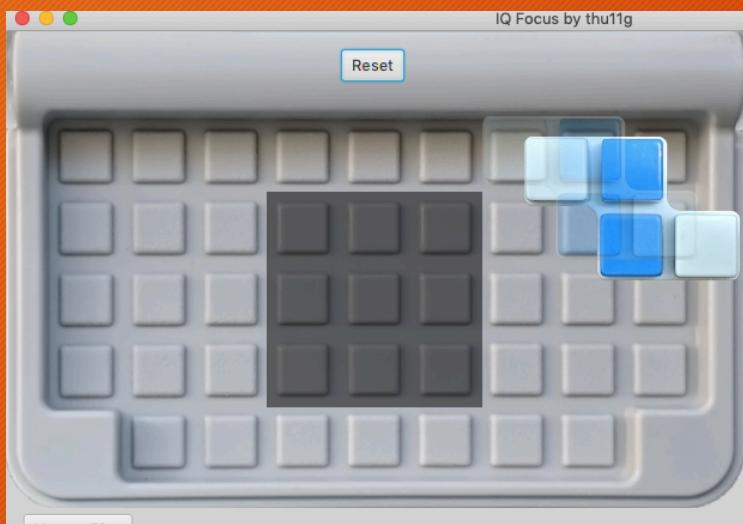


How to play instructions

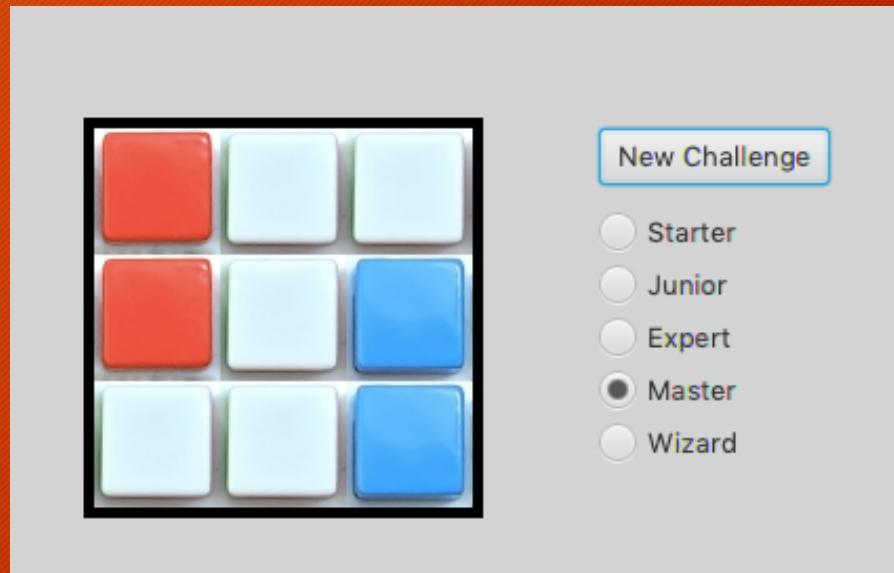


Additional Features

Drag and drop preview

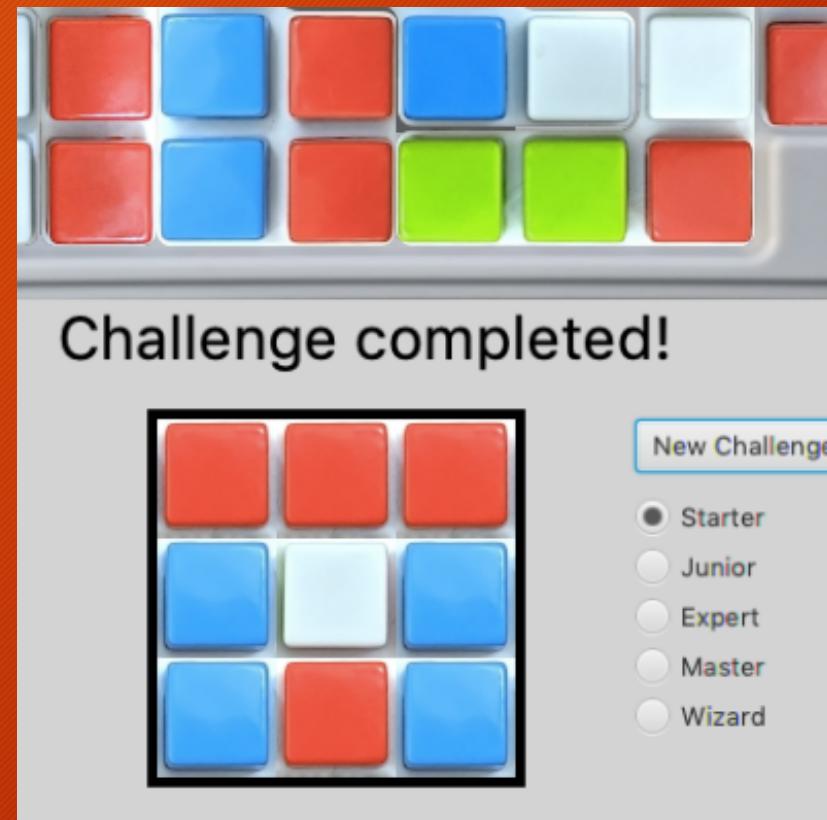


Difficulty selection



Additional Features

Challenge completed
feedback



Questions?