

• TWIST GAME INTRODUCTION

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Project Contribution

Project Contribution:

- Yang Kong (u6275465):
Finished task 4,6,7,11.
Did most work of task 5 and debug
- Ziang Xu (u6645802):
Finished task 2,3 and 8.
Also debug task 5



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Game features

Game features:

Finished task 2~8 and task 11, and could pass all tasks

A game interface that implements a more user-friendly drawing:

- * Pieces can automatically align the grid (task 7)
- * The mouse wheel is to rotate pieces (task 7)
- * The mouse double click is to flip pieces (task 7)
- * Restart function (task 7)
- * real-time show current placement(task 7)
- * Effective game initial interface (task 8)
- * Difficulty selection (task 11)



3

Game interface

Game interface

restart game

difficult selection

real-time placement
string

Initial
placement

game board

new game

B

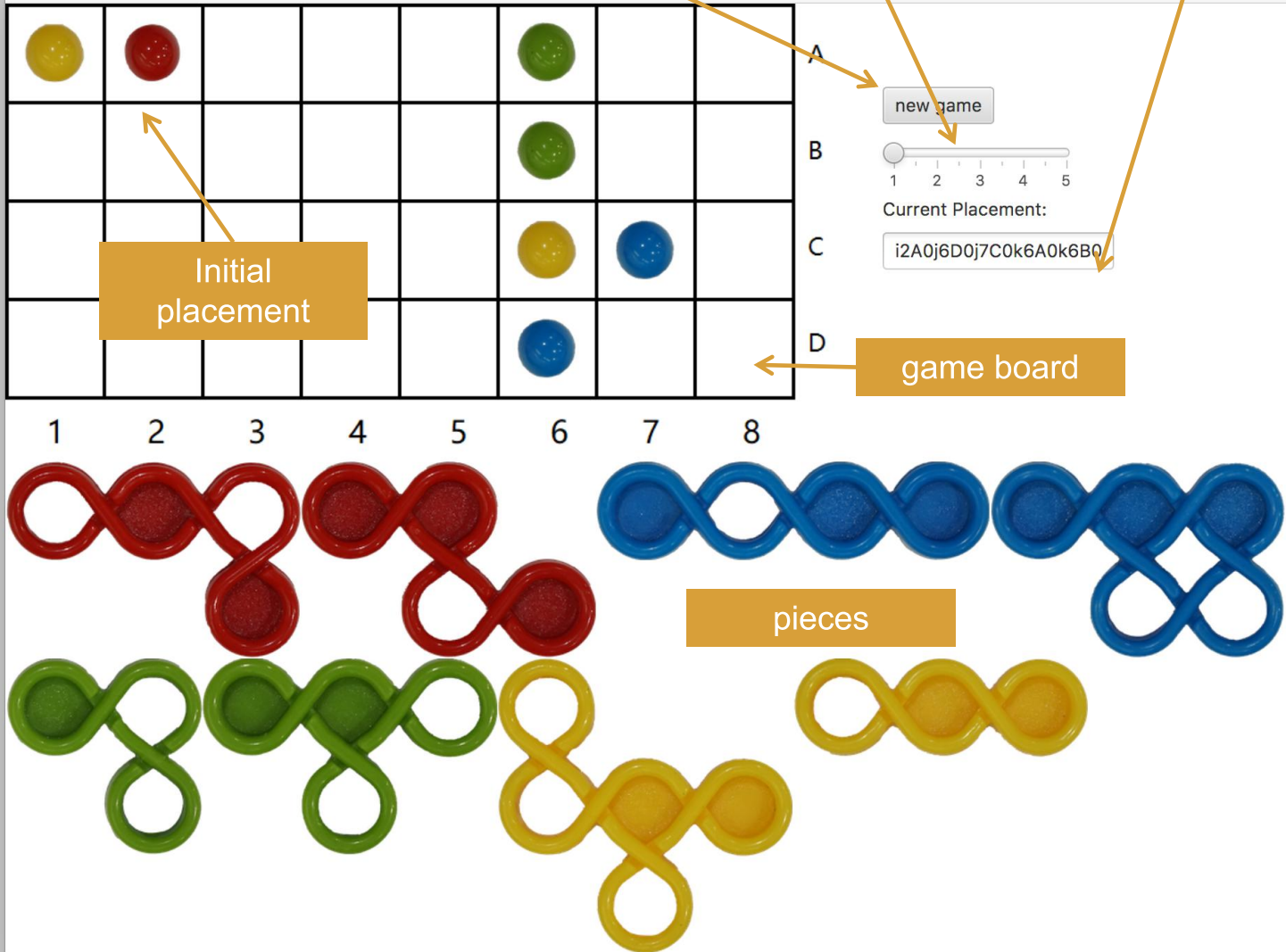
Current Placement:

C

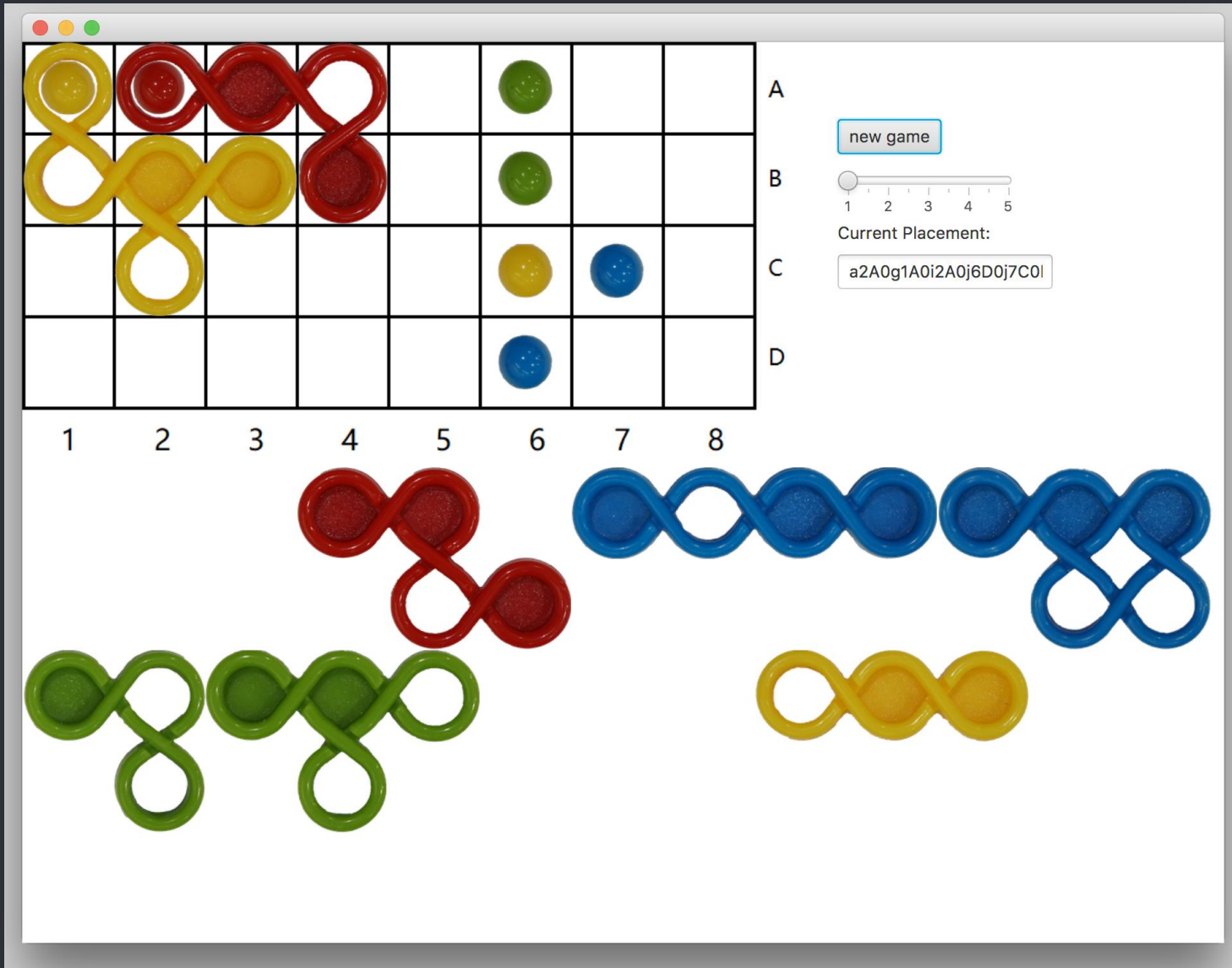
i2A0j6D0j7C0k6A0k6B0

D

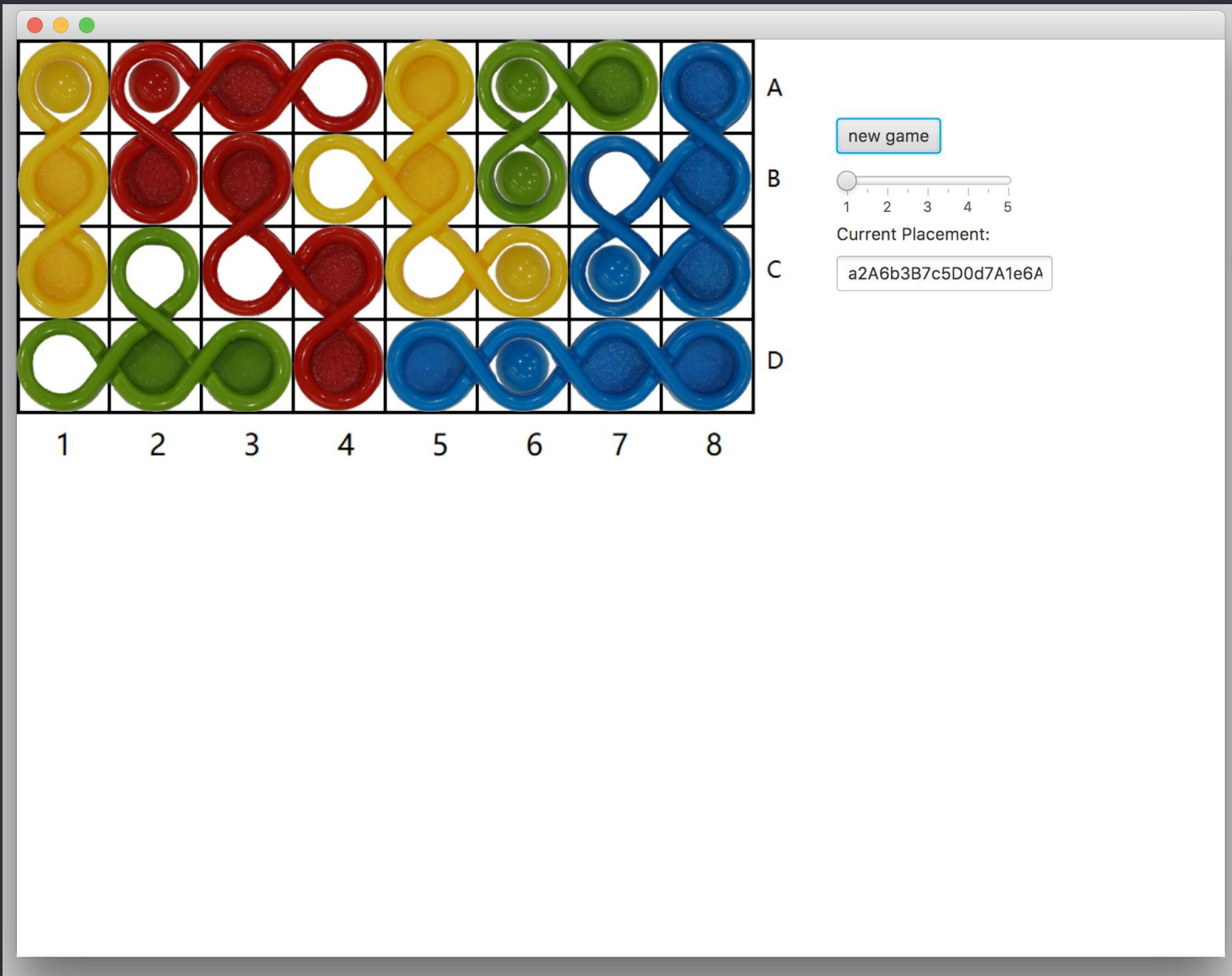
pieces



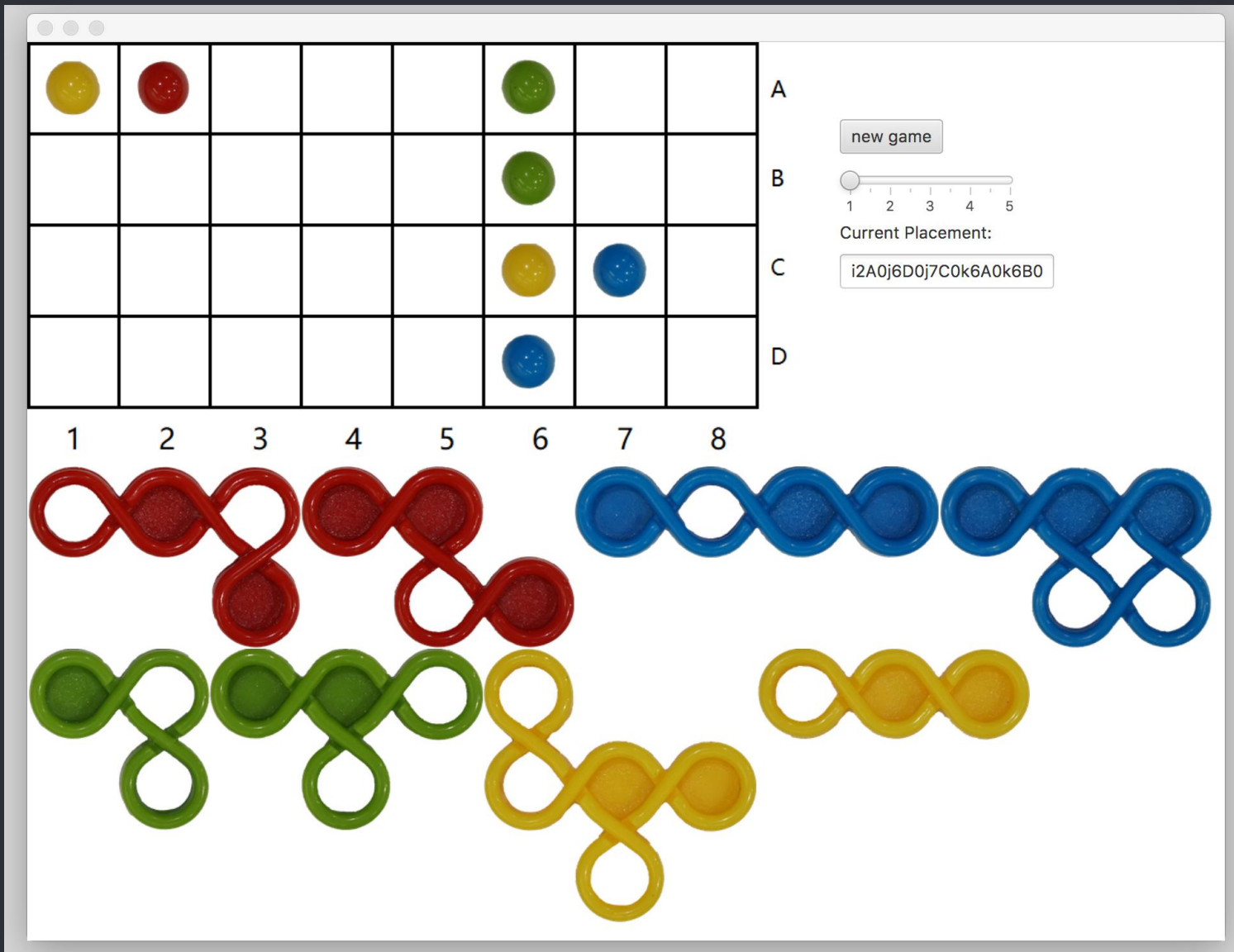
Game interface — Level 1 — Playing game



Game interface — Level 1 — Finished game

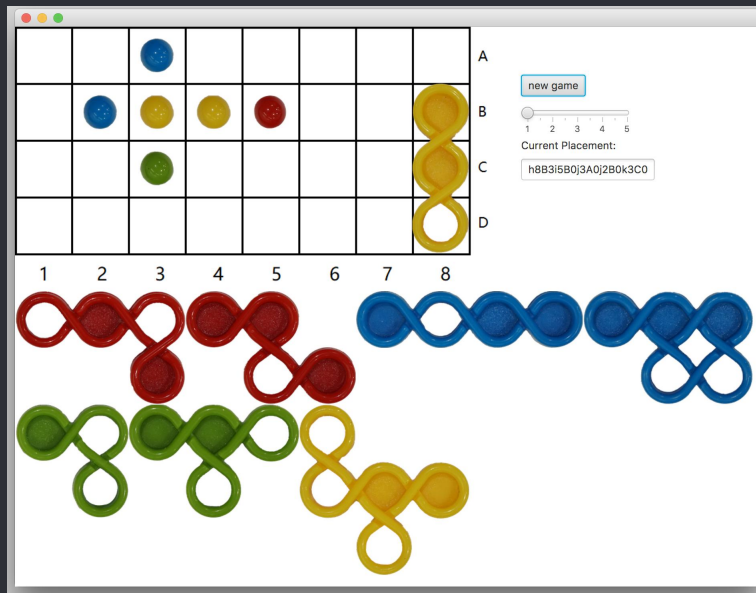


Game interface — Level 1 — Restart game

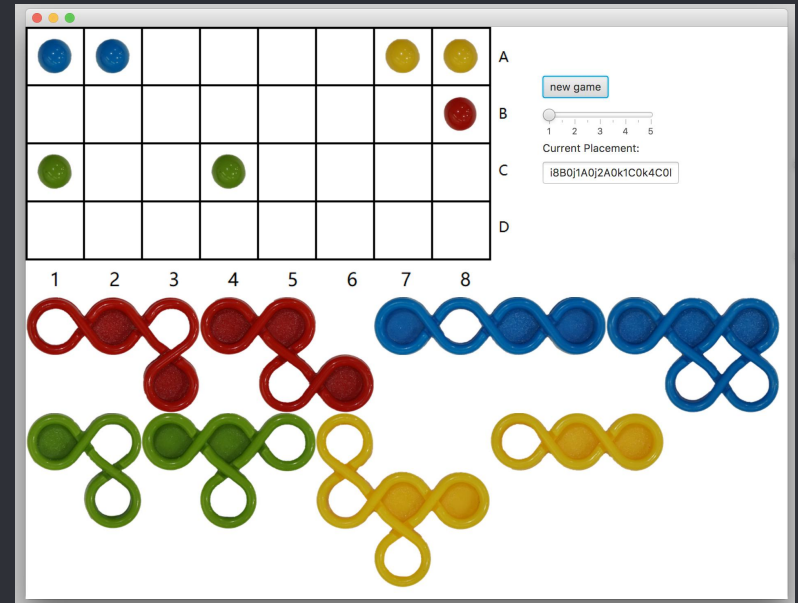


Select Level

- level 1



- level 5



Thanks!

ANY QUESTIONS?