

Project 5. Build Gridy a photo puzzle app

Scoring algorithm. (Bonus challenge nr.1)

Formula: $x = ((\text{total moves} + 1) * 100 / ((\text{total moves} + 1) - \text{correct moves}))$

For this project, I used the formula above as the scoring algorithm. The logic of the main score is the less wrong move, the higher the final score. At the end of the game, the result displays the total number of moves, correct moves, and wrong moves.