

COAL FINAL PROJECT REPORT

Submitted By:

Ameera Haider 20I-799

Ali Imran 20I-1763

Functionality:

We have made a game of candy crush. It has three levels. The first screen shows name of the game. Then it takes input from user of their name. The second screen shows the rules of the game.

The third screen displays the board, candies are filled randomly, colour bomb is displayed. The top left of the board shows name, score of users, and left over moves. This board runs for 5 mouse clicks and the moves being displayed are updated accordingly.

The fourth screen shows the score of Level 1.

The fifth screen displays the board for Level 2, candies are filled randomly, colour bomb is displayed. The top left of the board shows name, score of users, and left over moves. This board runs for 5 mouse clicks and the moves being displayed are updated accordingly.

The sixth screen shows the score of Level 1.

The seventh screen displays the board for Level 3, candies are filled randomly, colour bomb is displayed. The top left of the board shows

name, score of users, and left over moves. This board runs for 5 mouse clicks and the moves being displayed are updated accordingly.

The eighth and final screen displays the total score of the game.

Procedures:

1. PrintString – Prints a string on console
2. setCursor – Sets the position of the cursor
3. bomb – displays the shape of a bomb
4. checkforMouseClicked – checks if mouse is clicked
5. checkForMouseRelease – checks if mouse is released
6. output – Multi digit output
7. nextLine – Prints an Empty line
8. random – Generates a board
9. Delay - Adds a delay to the code
10. diamond1 – Prints diamond
11. diamond2 – Prints diamond
12. diamond3 – Prints diamond
13. triangle1 – Prints triangle
14. triangle2 – Prints triangle
15. triangle3 – Prints triangle
16. fillRow – Fills row with candies
17. fillRow_ex1 – Fills row with candies
18. fillRow_ex2 – Fills row with candies
19. level1 – Prints board of Level 1
20. level2 – Prints board of Level 2
21. level3 – Prints board of Level 3
22. level1Game – Runs Level 1 for 5 Moves

- 23. level2Game – Runs Level 2 for 5 moves
- 24. level3Game – Runs Level 3 for 5 moves
- 25. level1end – End Screen for Level1
- 26. level2end – End Screen for Level2
- 27. level3end – End Screen for Game
- 28. writeFile – Stores Player name and Score in File