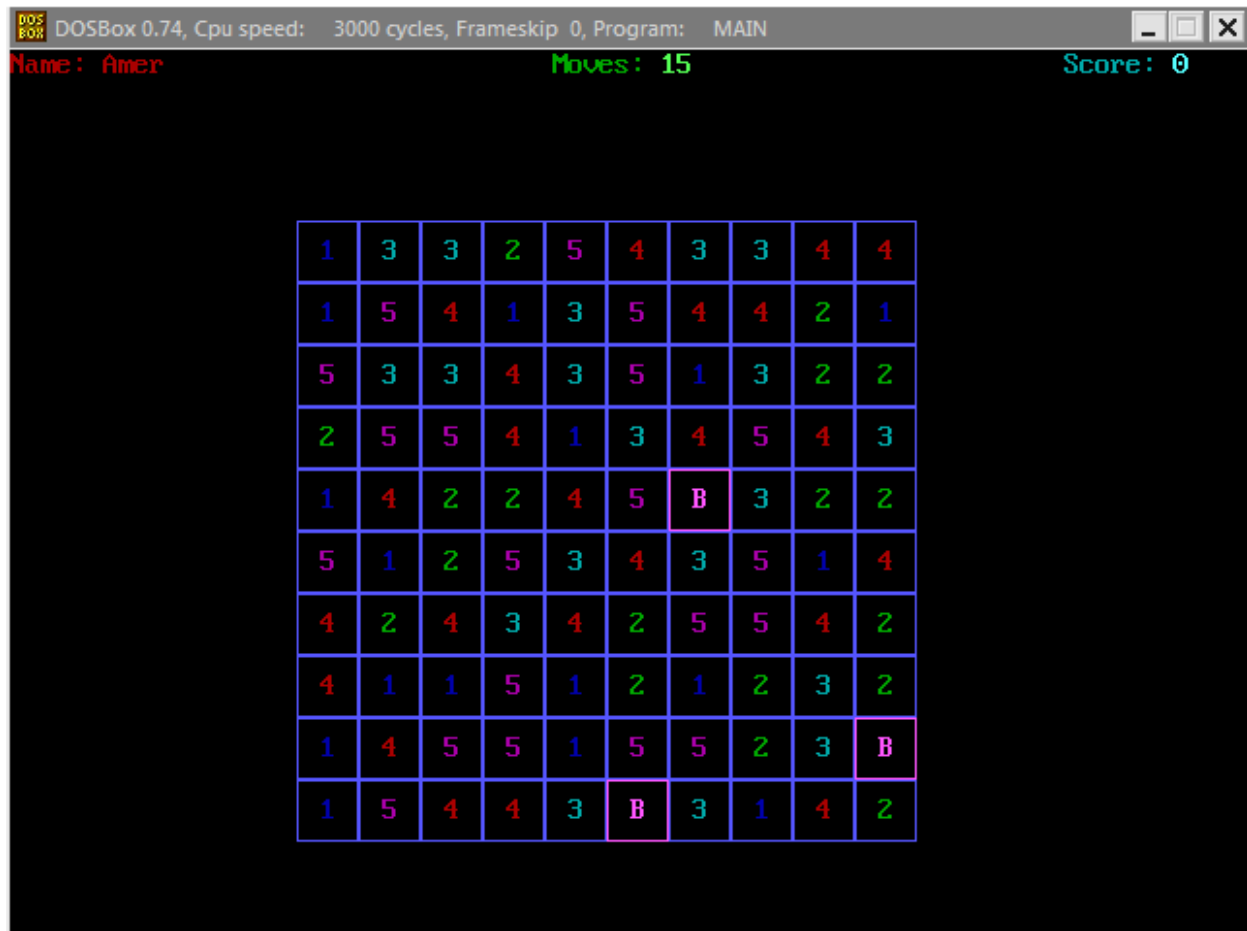# Number Crush Game

Muhammad Amer Farooq – i16-0100

Syed Haider Ali – i16-0049

# Level 1:



1. Each crushed tile counts as one score point towards the total score.
2. Horizontal combinations are crushed first, followed by vertical combinations.
3. Combinations with length equal to or greater than four have a bomb placed on the last tile of the combination, denoted by a 'B' on the board.
4. Initial moves are 15 and these are decremented with each move.
5. Swapped tiles are not reverted if a swap fails to make a combination.

# Level 2:
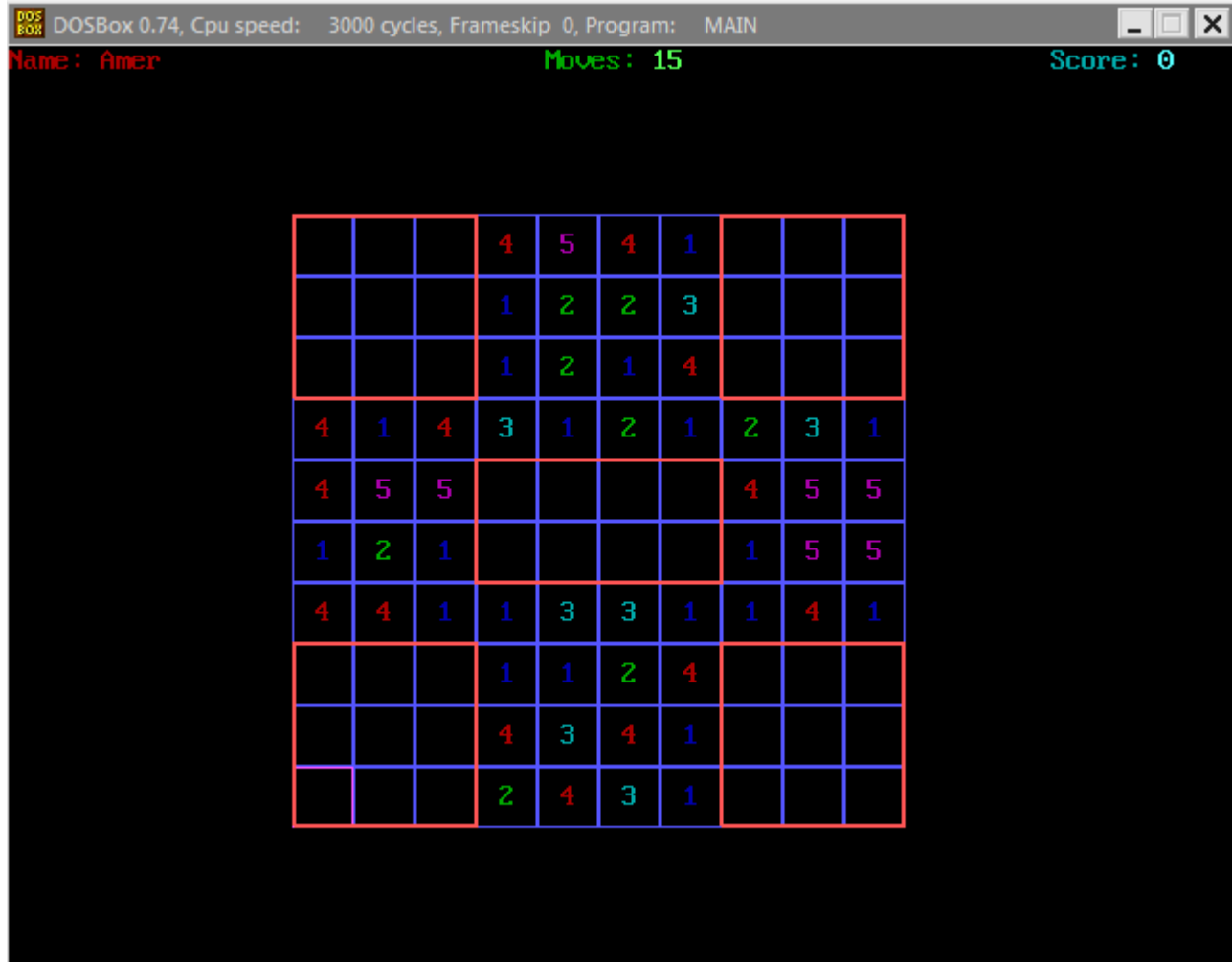


1. Swapping with areas enclosed in the red border is not possible.
2. When the number zero moves up, indicating a crushed number, it will stop advancing once it reaches a restricted area.
3. Remaining rules are similar to level one.

# Level 3:



1. A blocker is only removed if its located in a tile adjacent to a crushed combination.
2. When the number zero moves up, indicating a crushed number, it skips blockers on its path to the top row.
3. Blockers will be removed automatically when continual crushing occurs.
4. No new blockers can be formed.

# Amer Farooq – Function List:

i. initializeLevelOne

ii. initializeLevelTow

iii. initializeLevelThree

iv. generateRandomNum

v. drawTile

vi. drawRedOutLine

vii. drawBoardGrid

viii. drawLevel

ix. drawSquare

x. printHorizontalLine

xi. printVerticalLine

xii. checkforMouseClick

xiii. checkForMouseRelease

xiv. isSwapPossible

xv. swapTiles

xvi. continuousCrushAndDrop

xvii. removeBlockersHorizontally

xviii. checkBelow

xix. checkAbove

xx. checkLeft

xxi. checkRight

xxii. getLastColIndex

xxiii. removeBlockersVertically

# Haider Ali– Function List:

i.     drawString

ii.     displayGameInfo

iii.     boardTileToScreenTile

iv.     pixelToTile

v.     tileToPixel

vi.     boardTileToArrayIndex

vii.     boxFill

viii.     horizontalTraversal

ix.     horizontalCrush

x.     verticalTraversal

xi.     verticalCrush

xii.     blowBomb

xiii.     dropNumbers

xiv.     moveUp

xv.     diplayMultiDigitNumber

xvi.     displayInitialScreen

xvii.     takingLevelInput

xviii.     displayingEnterLevel

xix.     takingUserNameInput

xx.     displayingEnterName

xxi.     drawingMiddleSquare

xxii.     drawingCornerSquares

xxiii.     drawSquareForUserInterface

xxiv.     drawHorizontalLineOfUserInterface

xxv.     drawVerticalLineOfUserInterface

xxvi.     displayNumberCrush

xxvii.     displayNumbers