

## **CMSC 436 - Project Proposal: Picross**

### **Project Team 19**

Samuel Jochum  
Andre Lenoir  
Jessica Llewellyn  
David Koss

### **App Description**

Our goal is to make a recreation of the game Picross / Nonogram in which your goal is to deduce the placement of filled and empty blocks on a grid based on numbers at the side of the grid to complete a picture.

### **Minimal Goals**

A functioning free play mode that will create a random board for the player to solve that is timed. Persistence between plays, i.e. if you close the app it will maintain the board's state. A short campaign of predetermined pixel art images.

### **Stretch Goals**

A stretch goal for our app would be to incorporate colored blocks instead of just black and white. This would change the logic of the game and make it more challenging to create. Another stretch goal would be to create a leadership board for the fastest players based on time.

### **Project Timeline**

#### **Milestone 1**

Game logic implemented, freeplay boards able to be created though not necessarily able to be seen. Board Creation, game state completion.

## **Milestone 2**

Implement a game timer.

Start or complete basic UI implementation.

Start or complete the process of implementing to save the state of board.

## **Milestone 3**

Polish off the game board so that it looks nice for the user.

Introduce premade boards and campaign.

Stretch Goals.

## **Final submission**

If time permits, stretch goals completed, project submitted, and a demonstration scheduled.