

# SWAP & SCORE

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# DESCRIPTION

Tile-matching game

01.

Players will be presented a menu which includes Play Game, Controls, Power, Leadership Board, Credits

02.

After clicking Play Game, the user will be presented a 8x10 table full of tiles of different designs

03.

Player will use mouse to swap the tile and after the game ends, the player will be presented the same menu

# CHALLENGES



Scoring certain points or matching  
certain numbers of tiles in



certain time



Or scoring certain points or  
matching certain numbers of tiles  
using



certain number of moves

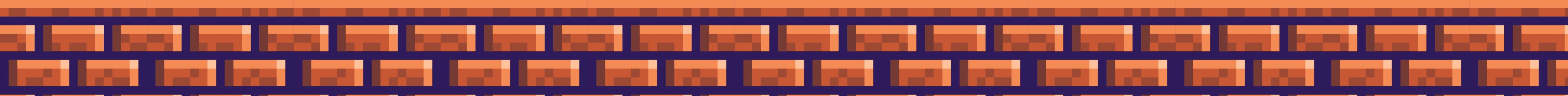
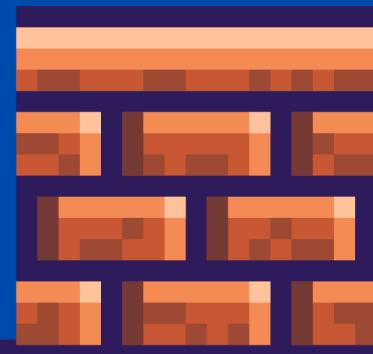
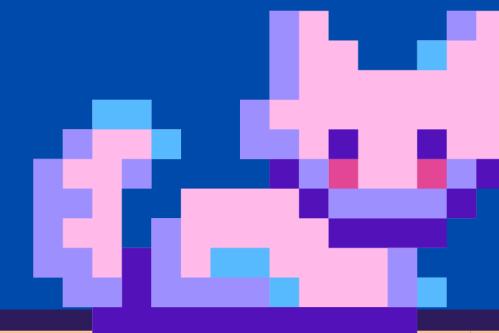
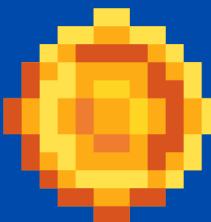
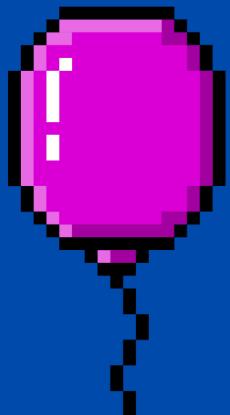
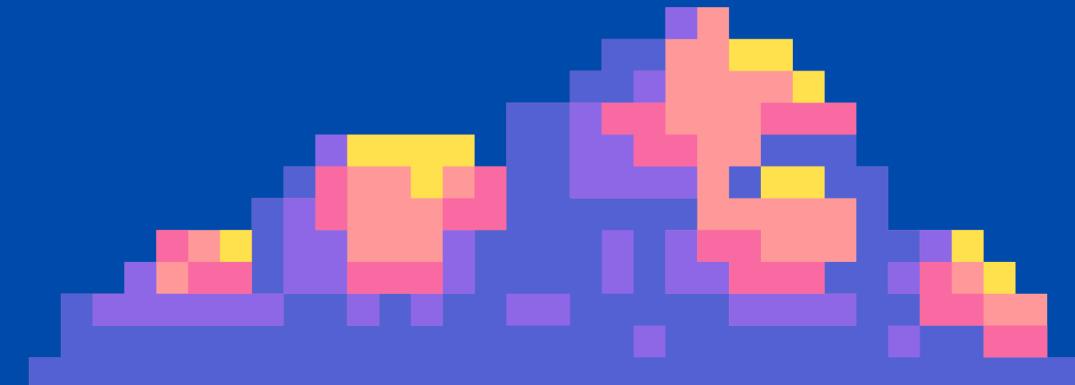
# SCORING SYSTEM

FOR 3 TILES STREAK

300 points for 3 tiles

# 4 OR MORE TILES?

Special power



# POWER

The special power can be swapped with anything around it and the tiles of the same color will all be removed

# FOR POWER TILES

It will vanish the whole row  
+300 points



DEMOS OF

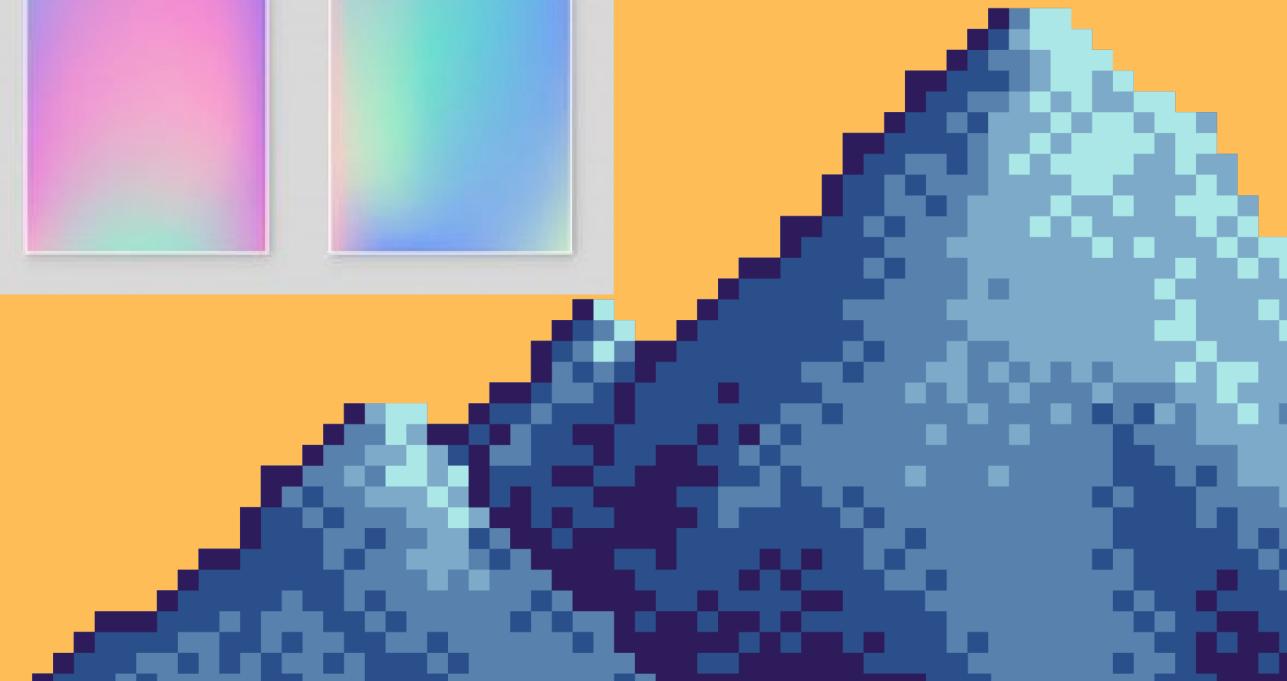
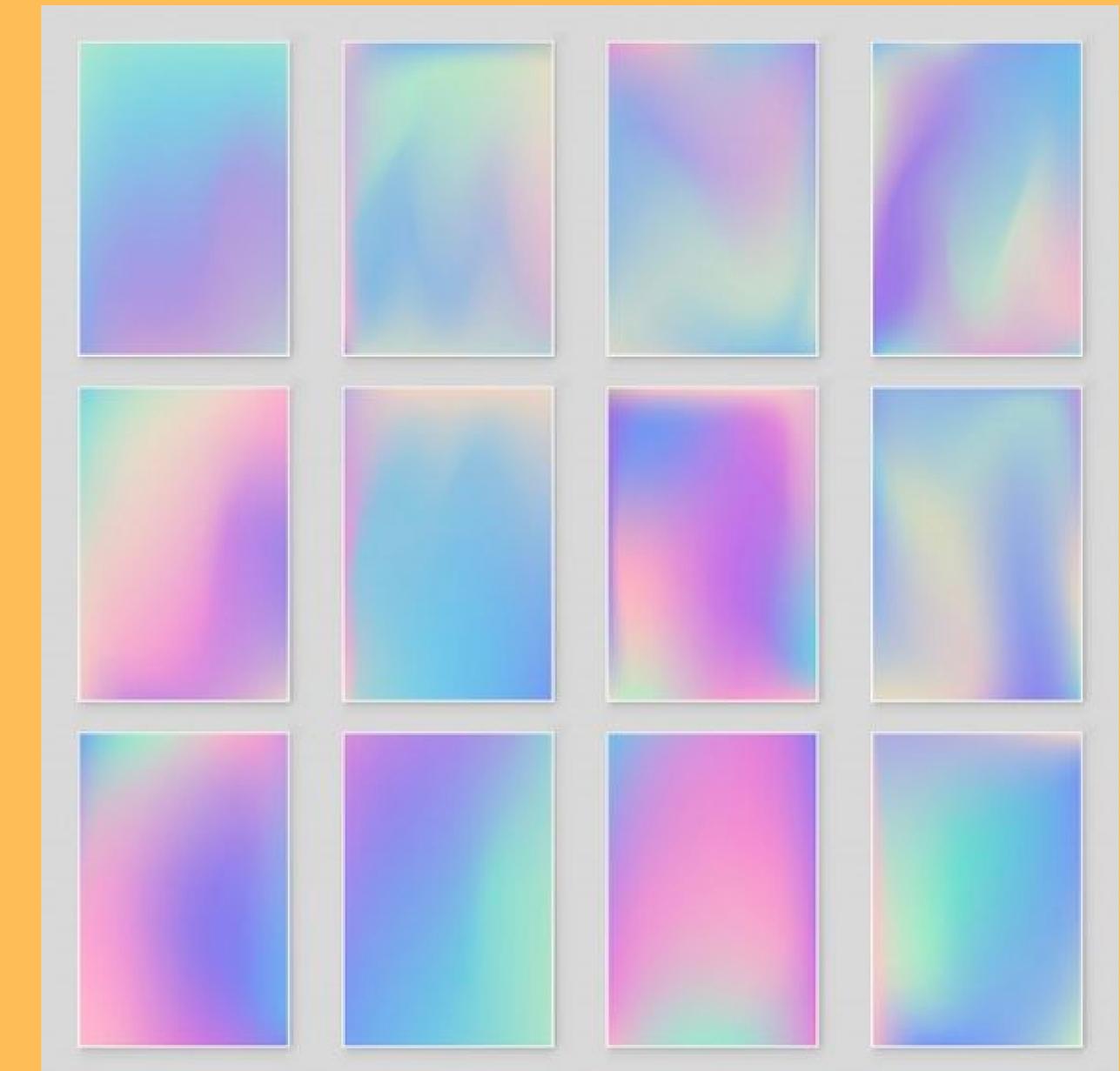
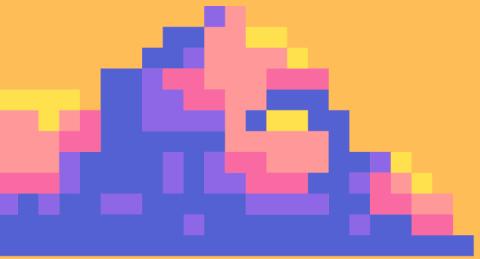
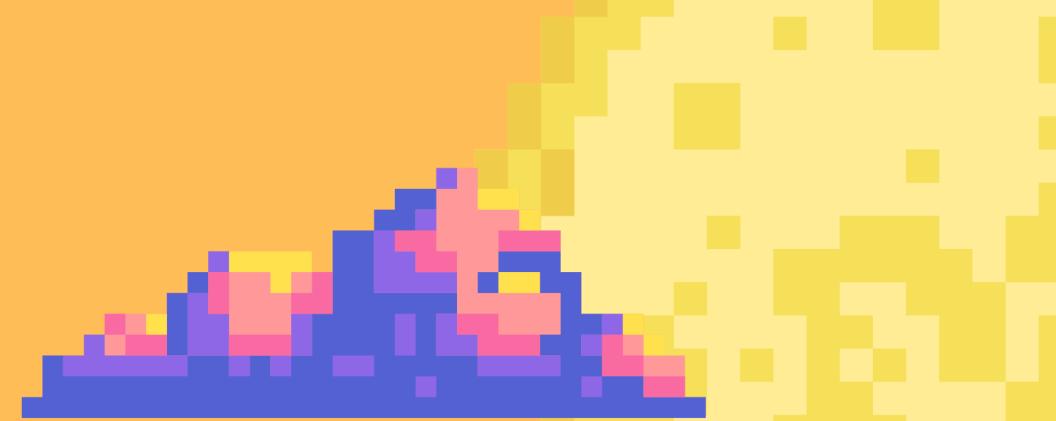
Aysa's & Jexi's

G A M E

# Figma Prototype

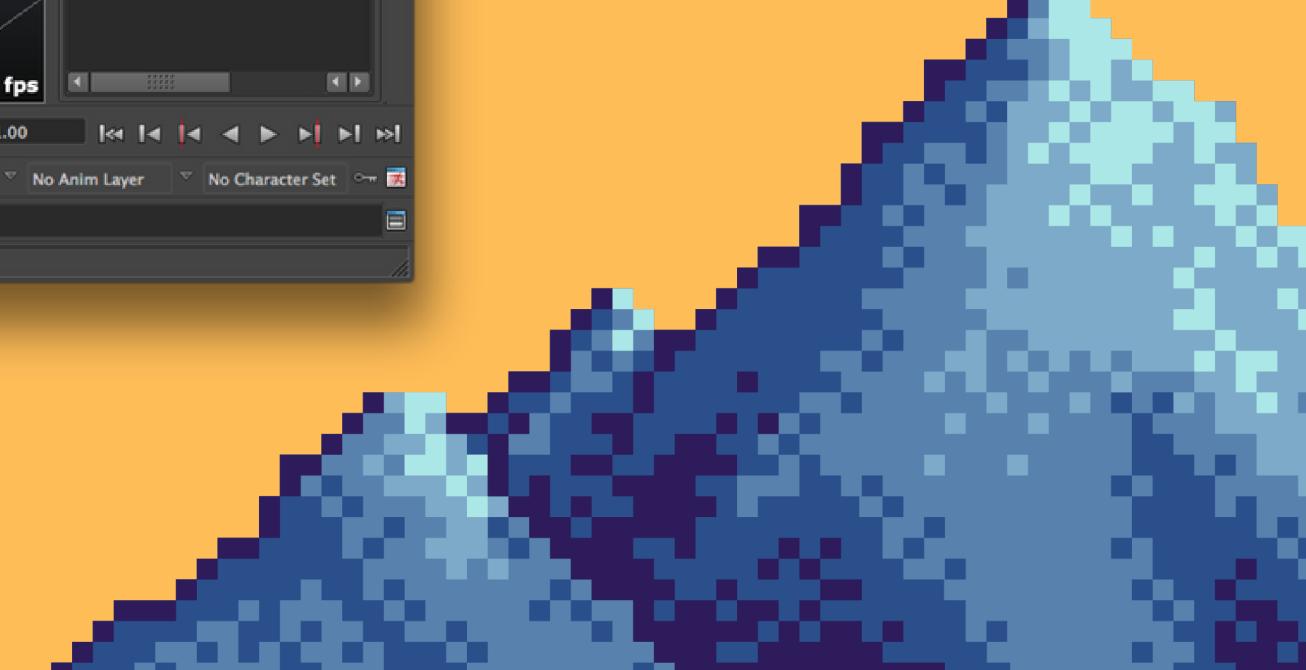
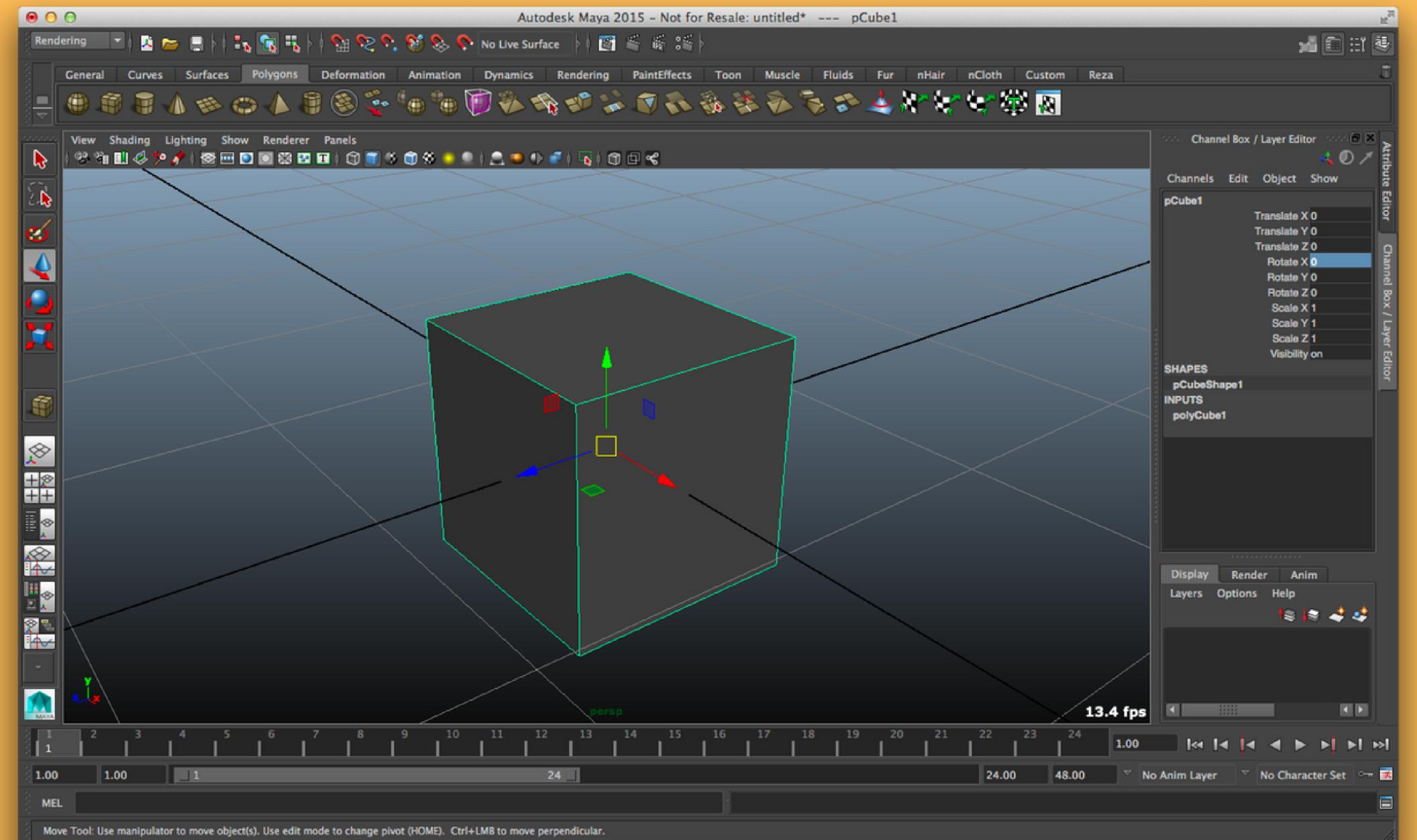
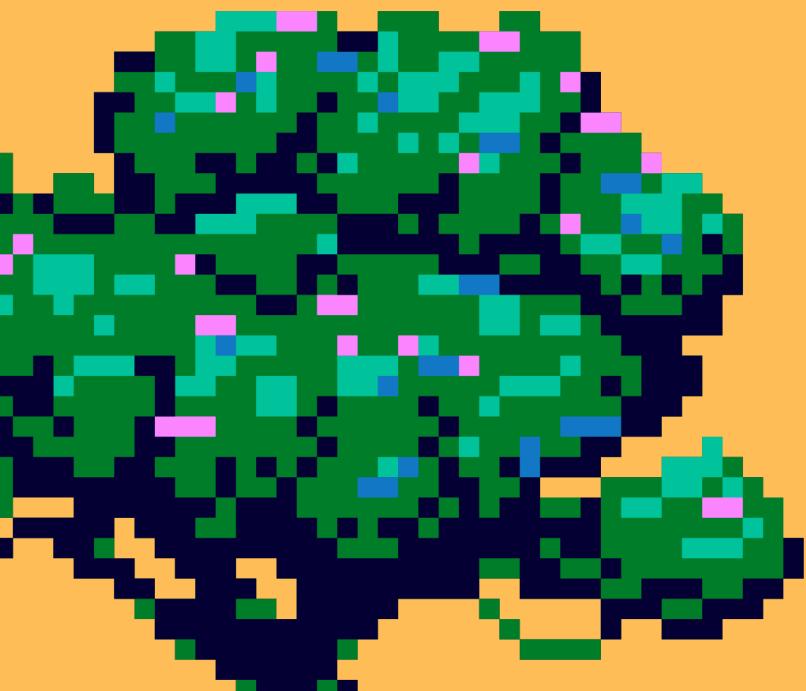
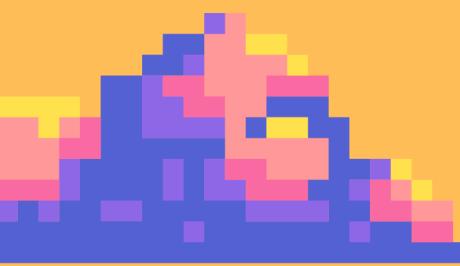
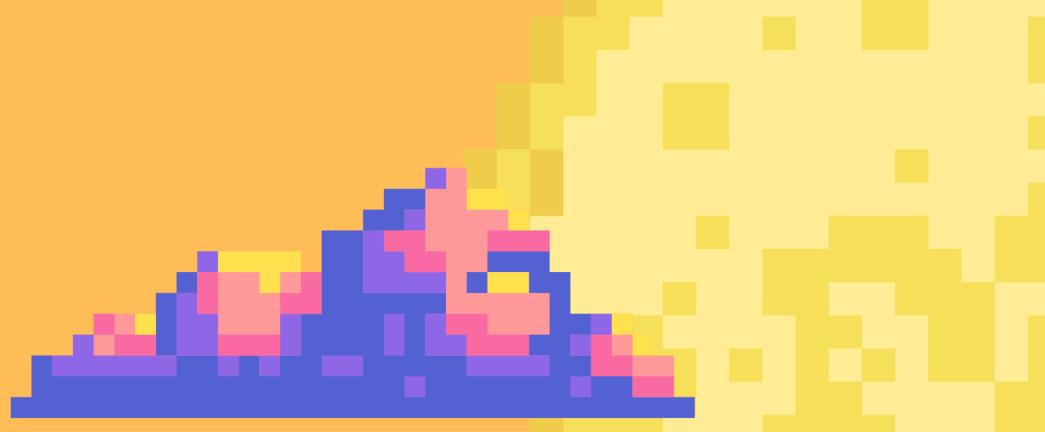


# VISUAL REFERENCES





# GRAPHIC DESIGN





# DIVISION OF

Aysa's & Jexi's

T A S K S

# AYSA

1. **Game Concept and Design:** Designer for the overall game play, game mechanics and special power and the board.
2. **Programming:**
  - a. *Creating the board and initial tiles*
  - b. *Working with the basic logic*
  - c. *Working with the advanced level(optional)*
3. **Debugging and Testing:** Testing the initial menu, matching 3 tiles, leadership board and storage
4. **Audio:** Using certain sounds for certain activities(Like shuffling, matching tiles etc)
5. **Documentation:** All documentation

# VEKI

1. **Game Concept and Design:** Designer for the user interface and overall aesthetic of the game including the tiles and the scoreboard.
2. **Programming:**
  - a. Creating the stop-watch, score-board
  - b. Working with the logics of special powers
  - c. Working with the advanced level(optional, if time allows)
3. **Debugging and Testing:** Testing the initial board and matching 4 tiles
4. **Audio:** Overall background music for different time-frames and menu (like using a nervous music for the last 5 seconds of the game)
5. **Documentation:** All documentation

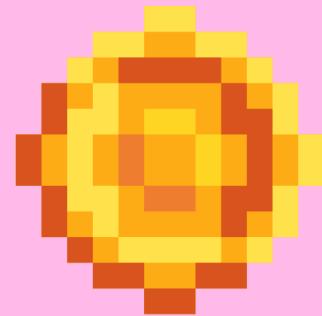
# CODE DRAFT

## **Classes:**

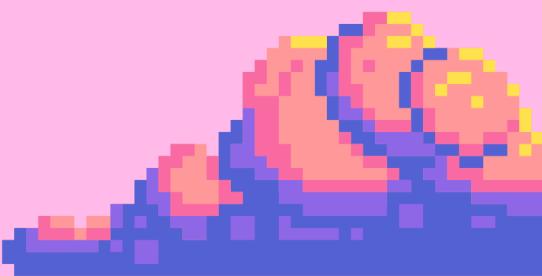
1. ***Tile***
2. ***Game***

## **Functions for:**

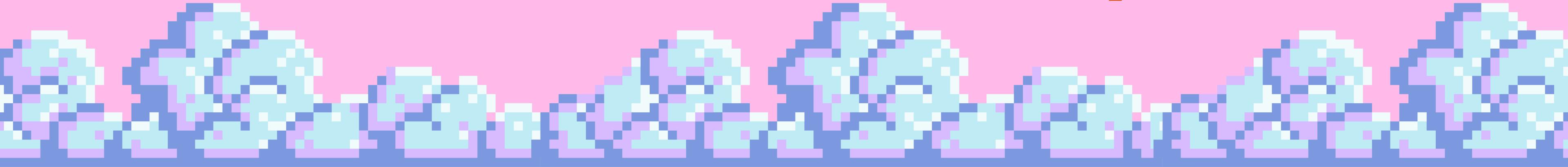
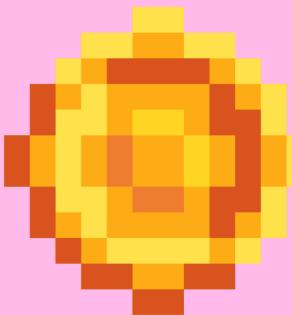
- a. *Creating new tiles*
- b. *Setting the initial table*
- c. *vanishing the tiles*
- d. *booster functions*



QUESTIONS?



SUGGESTIONS?





THANK YOU!