

Team 6

The CrazyPuzzle Team

0	5	+	1	6
1	6	-	2	7
2	7	×	3	8
3	8	=	4	9
4	9	0	5	

Team Members



Brent Dombrowski – puzzle grid,
problem difficulty



Hema Kumar – puzzle grid, tile drawing










Derek Qian – puzzle grid, tile movement,
tile drawing









Frank Sliz – tile scrambling

Status of Current Sprint

-  Setup java JDK, eclipse IDE, and Android SDK for Android 2.2 and 2.3 development
-  Setup GitHub repository
-  Held weekly planning meetings
-  Coded initial version of puzzle in mode 1
-  Tiles are labeled and tiles can be moved
-  Developed strategy for problem difficulty
-  Developed initial code for scrambling of tiles

Goals for Next Sprint

-  Add tile scrambling and unscrambling
-  Add dragging gesture for equation selection
-  Add equation validation and scoring
-  Add difficulty selection
-  Handle pausing and end of game
-  Start development of puzzle in mode 2