

CMPT 220

Proposals Puzzles Game

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I have finally make the decision of use java to write a puzzles game which can play in computer. The reason why I have changed my mind instead of doing email filter, and decide to doing the application of puzzles game is I think the process for me to programming has less part of copy past from the internet directly, I can use more knowledge I have learned before to achieve that. The puzzles game is a game played on the 4×4 square, and a picture has divided into 16 pieces and randomly placed on the platform but one piece is empty, so people can always switch the place of individual piece of picture in order to restore the entire picture again. The basic idea behind it is matrix (what I think should work). If we suppose [(1, 2, 3, 4), (5, 6, 7, 8), (9, 10, 11, 12), (13, 14, 15, 16)] is the right order of the picture, when each piece is moving, the picture should change it position which means the each square should change the number it contain. The main function should be in a while loop, since we do not know how many time the player will use to finish it. Using if statement can judge the picture is already restored or is not, if it has restored it should break the loop. That is the big part of coding this game, however, instead of the knowledge we have learned before, I should learn java FX for the design of the windows it open, the location of each button, where to show how many step

the player already used, an example of the picture help player to compare, and so on. It should be challenge and many unknown difficulties will happen, but by the process of this project, I can gain deeper understanding of the java language, and explore more usage of it.