Algonquin College Logo

# SCHOOL OF ADVANCED TECHNOLOGY

### ICT - Applications & Programming

### Computer Engineering Technology – Computing Science



A11

Game Interface

Team:

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Game Proposal – Picross Panic

***This template is suggested (not mandatory) to answer A11 Specification.***

|  |  |
| --- | --- |
| **Part**  **1** | **GUI Definition** |

**EXPLANATION**

* 1. **Defining the Components**

**List of components**

* Left panel will include number of squares on each row
* Top panel will include number of squares on each column
* Logo will be displayed at top left of the window
* Top right will include a clock, that increases when you guess a correct square.
* Board panel will display main playing space, with a grid of squares.
* Control panel will build display score and build a total. You will also be able to reset and quit the game.
* Dimensions of main play window are 640x480
* Preliminary window opens options for design and play, with settings option for language.

**Functionalities and Behaviors**

Functions:

* Ability to save or load configurations.
* Game can be restarted and quit during play.
* Clock will count down, can be increased by correct guesses, player loses if clock runs out.
* A correct guess will increase the score

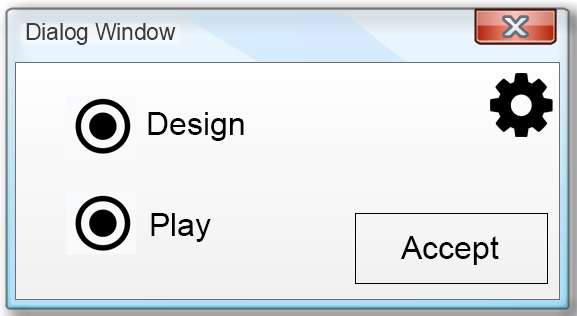
Behaviors: The game is called Picross Panic, and the clock starts at a set time, then goes up when you click a correct square, perhaps it will decrease further if you guess incorrectly.

The score will be built gradually over play time.

**Languages**

*The game will be available in English and German.*

**Details**





* Control Panel colour is #A5A5A5
* Timer and logo window is #595959
* Window will be JPanel
* Option Buttons will be JButtons
* Main play window will be 640x480
* Window thickness 2px
  1. **User Manual**

**Basic cycle**

*The process generally is the splash screen displays, then a window opens with “Design” and “Play” with radio buttons for each option, then an accept button. A setting button is also included to change language.*

*If design is selected, a window opens identical to the play option, and the user can create a shape by clicking in the grid.*

*If play is selected, the user will then play with the design they have entered. All games are timed so the user must play quickly, lest they suffer at the hands of Picross Panic.*

**References**

*[Include eventual references used here]*

* ***NOTE****: Even if you use one specific tool (ex: ChatGPT), report it here.*

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