Algonquin College Logo

# SCHOOL OF ADVANCED TECHNOLOGY

### ICT - Applications & Programming

### Computer Engineering Technology – Computing Science



A11

Game Interface

Team:

[Thomas Stanley] - Id: [41037136]

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 are 640x480

**Functionalities and Behaviors**

Functions:

* Design and play modes. Design mode will have “random” feature.
* Ability to save or load configurations
* Game can be restarted and quit during play.
* Clock will count down, can b increased by correct guesses, player loses if clock runs out.

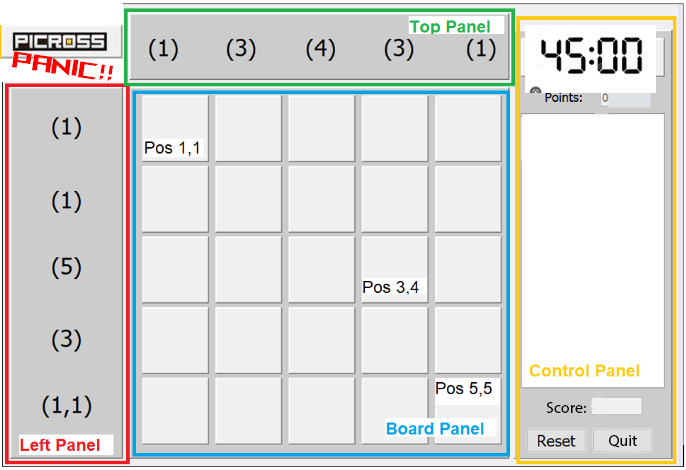
Behaviors: The game is called Picross Panic, and the clock starts at a set time, then goes up when you click a correct square, perhaps it will decrease further if you guess incorrectly.

The score will be built gradually over play time.

**Languages**

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

**Details**

Graphical user interface, text, application

Description automatically generated

* 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.*

*If design is selected, 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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