Term Project COMP 3710 “JigsAU” Release Notes

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**SDK and testing info:**

- Minimum SDK version supported = 14

- Tested with SDK version = 18

- Application functionality and UI tested with Android Nexus 5 emulator

**Phone info:**

- Application requires access to android gallery

**Application features:**

- Users are able to choose between 4x4, 5x5, 6x6, 7x7, and 8x8 game board sizes

- Users are able to toggle the in-app sound from main menu

- Users are able to choose from 3 default “Auburn-related” images or from images in their phone gallery (\*Note: images that are chosen from the user’s phone gallery that are too large in size or resolution will be cropped)

- A game is started once the users select an image

- Due to the fundamental logic of the N-puzzle game, some of the generated puzzles might be unsolvable. If this is the case, the user should simply back out and start a new game.

- Screen orientation for the application is locked to portrait mode due to the fact that the images are cropped for specific screen sizes and the game is made to be played for portrait mode only.

- Users are able to move multiple tiles only in a row or column that contains the empty space as a time-saving feature

- All tile movement is animated

- Users are able to view the current number of moves and the time elapsed since starting the game (in seconds) while they are playing. The time, number of moves, and state of the board is saved if the application is interrupted for any reason.

- Users can “Check Image” at any time while solving the puzzle to see if the image is correct or not. If the image is correctly solved, a box showing the users score, number of moves, and time spent appears, with an option to return to the main menu. If not, then a simple message appears, encouraging the user to continue playing.