Requirement

Version: 4.17

1. Instruction
2. Purpose

There are 10 items in the fixed area(5x4) -- 5 long items(1x2), 4 small square items(1x1) and one big squire item(2x2). The biggest item is “Cao Cao” and is placed at the middle of the top. It is expected to be moved to the middle of the bottom by moving the items to the empty area.

Player can’t take out the items or change its direction.

There are 10 origin places of the items and they can choose one.

1. Reference documents

CS132\_ProjectAnnouncement;

2)

-origin items

Package the points and it form the items.

-origin places

Player choose the model of the game.

The game returns the points of items to the game and the game starts.

-movement of items

Player touch the item and give a direction to it.

It needs feed back to the scream.

-count

When player moves the item, add the step.

-exit

Exit the game and finish the game.

-win

When “Cao Cao” reach the bottom, show the player “win”.

Compare the step and the fastest step and give the rank.

Come back to the select interface.