Requirement

Version: 5.1

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;

Some games about “HuaRongDao” in phones.

1. Some functions

-origin items

Package the points and form the items.

-origin places

Confirm the direction of the item.

Confirm the places of the items.

Package them as one origin place.

Package several different places of items as several levels.

-level selection

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 scream, choose an item and give a direction to it.

Reflect the changes of the direction to the scream.

-count

Once player moves the item, add the step.

-quit

Stop the game and leave.

-win

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

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

-return (during the game) (maybe we need it)

-ask if need saving

-return (others)

Come back to the select interface.

-back

Back to the selection

(if needed below)

-save

Save the points of the items and the step.

-load

Read the points and the step.

Start the game from the points .

-ask if need saving

Yes: save and return to the select

No: return to the select