Giorgio Giudice 12/10/2019

Final Project Report

**Game Design**:

The game consists in a sequence of levels (10 in total) where the complexity increases considerably as the user progresses. The engine has completely been realized in Javascript, while HTML and CSS have been used only for graphic purposes.

Please find attached a **state transition diagram** at the end of this report.

The main idea is that the engine is able to calculate all the possible moves, and so determine if the user has other choices or if the game is over.

The board is built based on a NxN matrix.

For future development I am considering MxN boards with different shapes (the calculation of the moves follows squared patterns, but there are some ways around it).

**Instructions**:

I expressively created them on the index.html page. I think the logic is pretty simple, the complexity resides in the ability to optimize the movements.

**Milestones**:

It took me a week to figure out how to create the engine and the levels. Then I spent about 2 weeks for implementation.

It has been more challenging than I thought it would, but at the same time I now feel very confident with my Javascript skills.

