Game Design Nonogram Game

Author: HBY coding academic

Outline

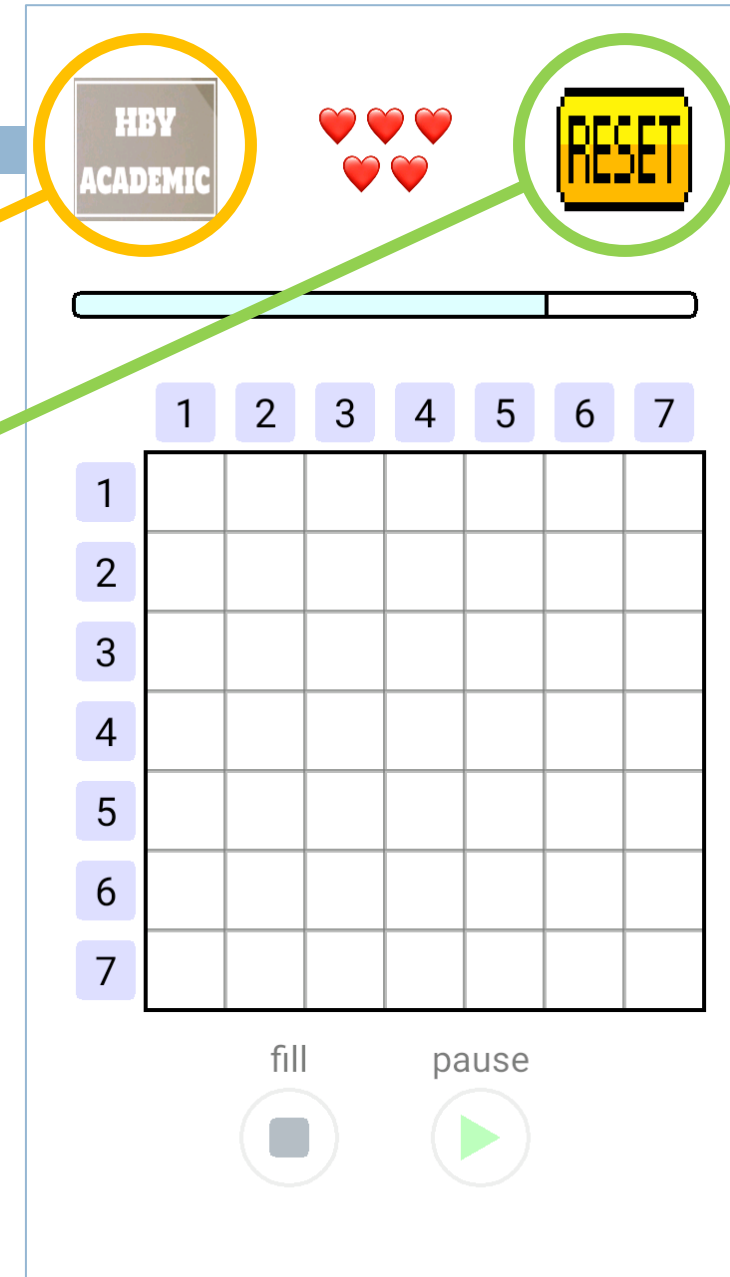- Functions
- System flowchart

Functions (1/5)

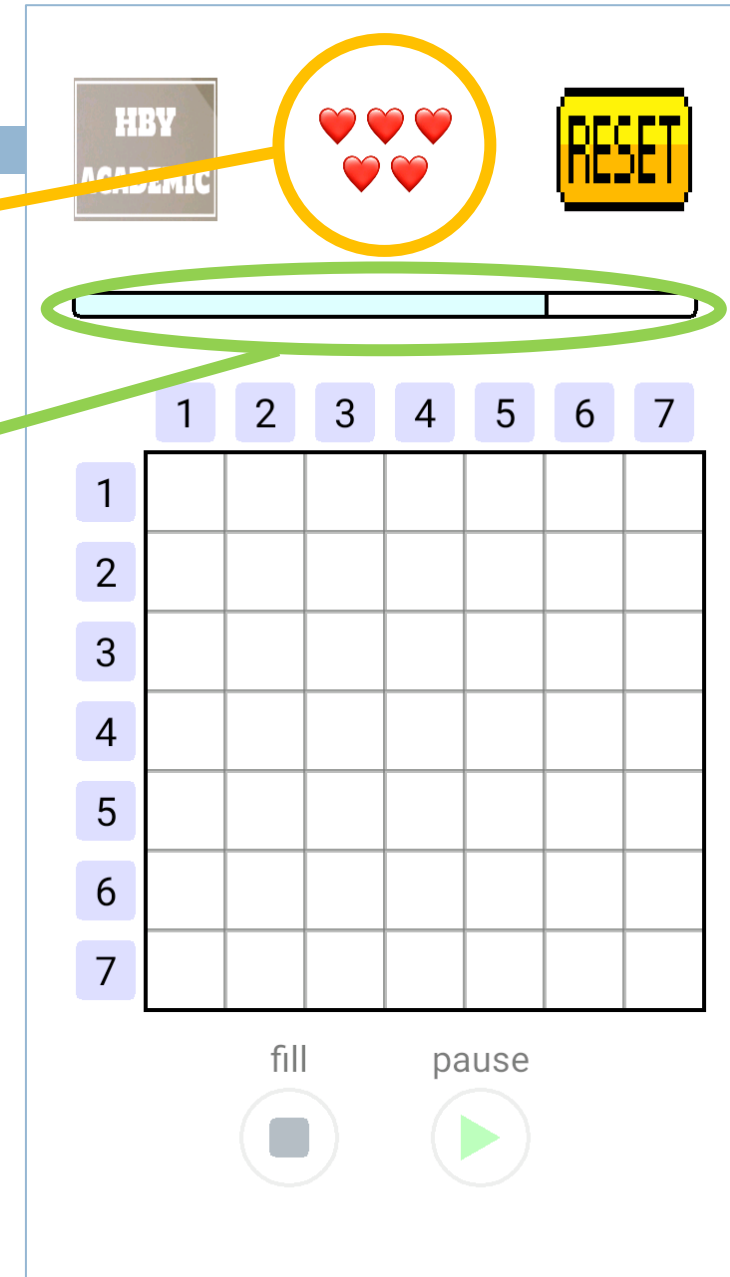- **showFuncBtn( )**
  - render functional buttons (link & reset buttons)
  - click link button → **info( )**
  - click reset button → **rst( )**

Functions (2/5)

☐ **showLife( )**

  ☐ render the current lives

☐ **showTimeBar( )**

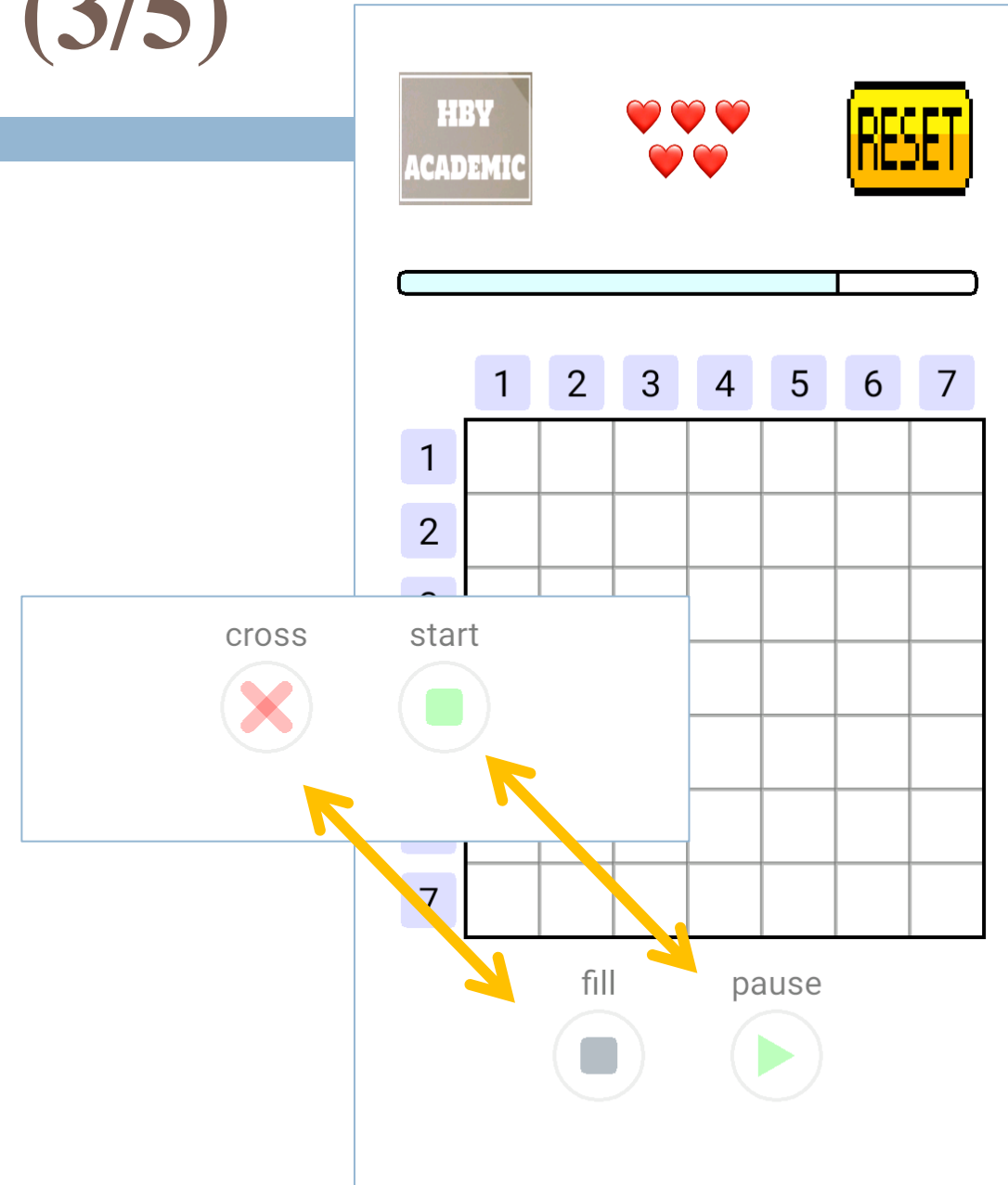 ☐ render current time bar

Functions (3/5)

showPsBtn( )
- render the pause button
- after the start button was clicked
- pause ↔ start

showContBtn( )
- render the start button
- after the pause button was clicked

showCrsBtn( )
- render the cross button
- after the fill button was clicked
- fill ↔ cross

Functions (4/5)

☐ **drawBlocks( ) + drawBorder( )**

    ☐ render the blocks with black bold border

☐ **showLabels( )**

    ☐ show the numbers at first row/column

☐ **trigBlocks( )**

    ☐ return the status of each block

      ■ empty / fill in gray square / mark with cross pattern

☐ **drawCrsPtn( )**

    ☐ render the cross pattern at specific position
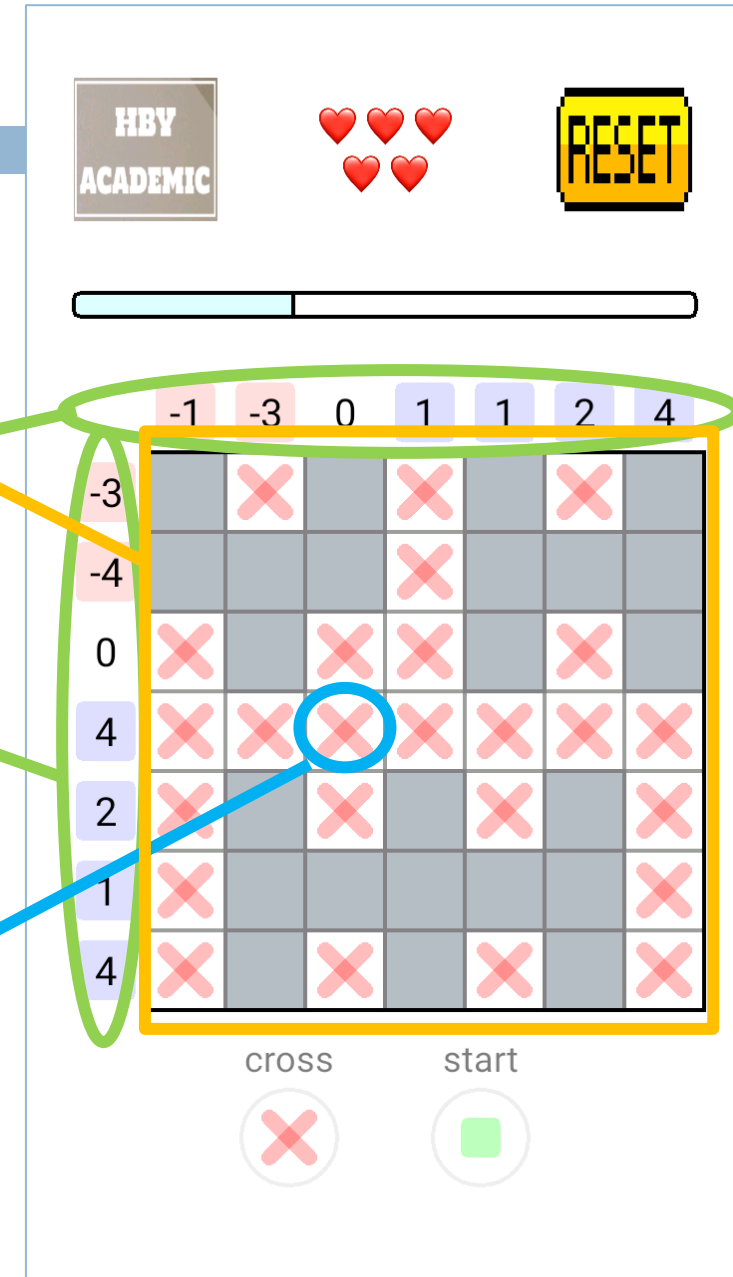
Functions (5/5)

- **passOrNot( )**
  - return a "true" Boolean flag when all numbers exactly go to zero

- **genNextLevel( )**
  - call **rst( )** first and generate new numbers at first row/column

System flowchart