

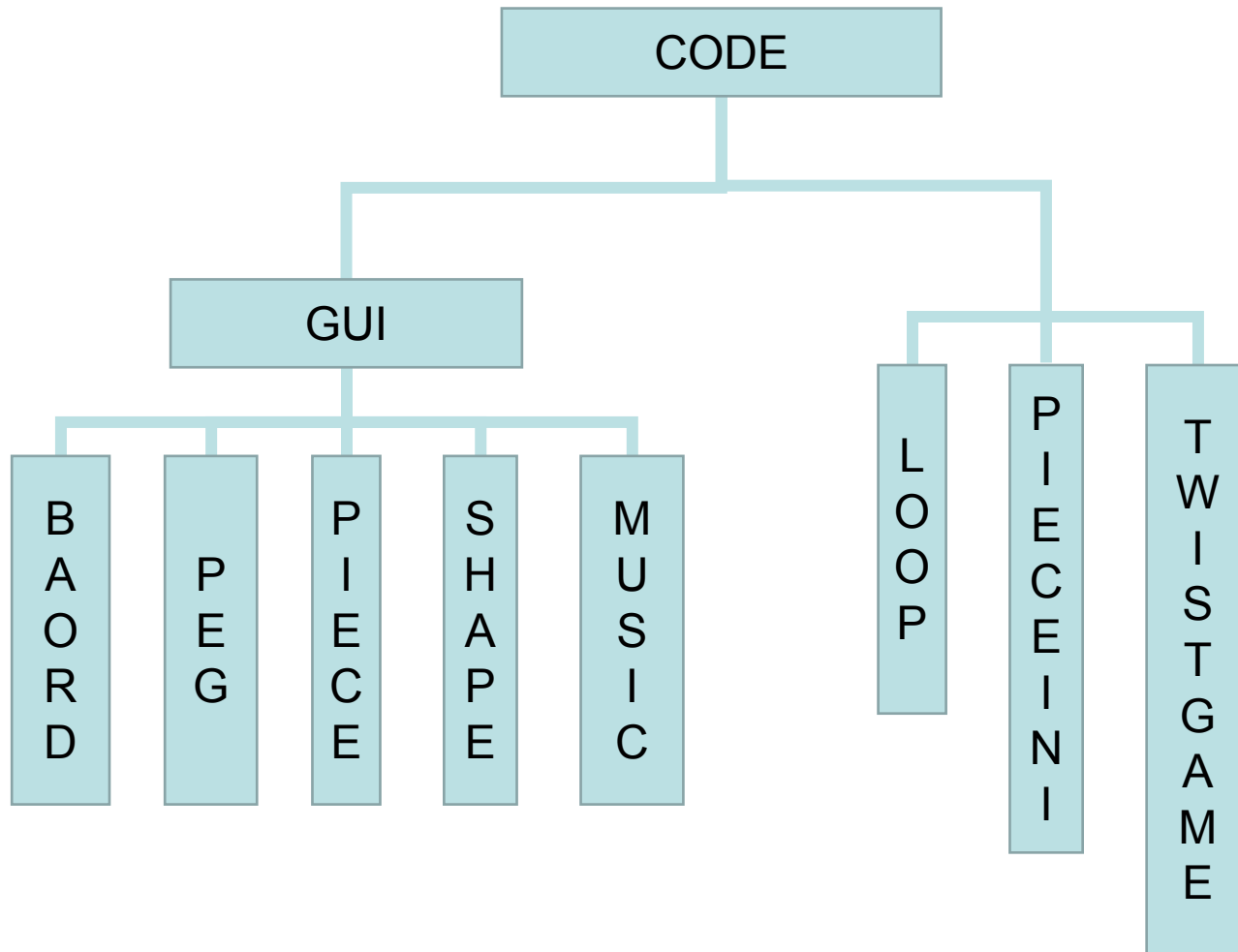
TwistGame

Le Fang (u6590727)

Yajing Wang (u6565980)

Esra Alhussaini (u6443446)

IDEAS



BOARD

PEG

checkPeg();

put
according
peg to the
board
if the
name,column,
row of this
peg are
known

PIECE

inboardpiece();

add listeners to each
piece:

- Scroll(rotate and flip)
- Dragged
- DragDetected
- MousePressed
- MouseReleased

SHAPE

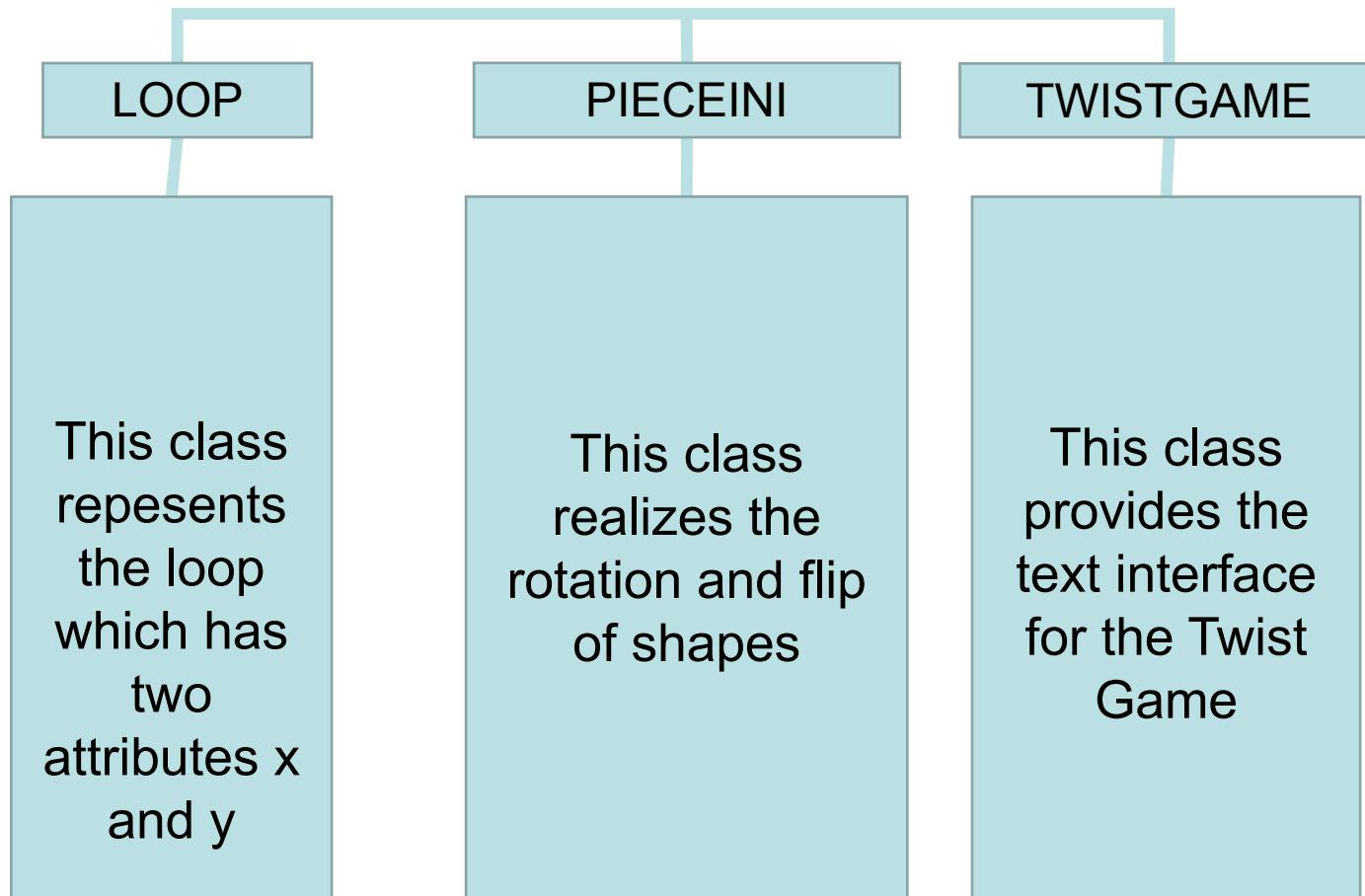
checkShape();

put according
shape to the
board if the
name,column,row,
and
orientation of
this shape are
known

MUSIC

contain 3
different
musics

- success
- fail to put
pieces
- succeed
to put
pieces



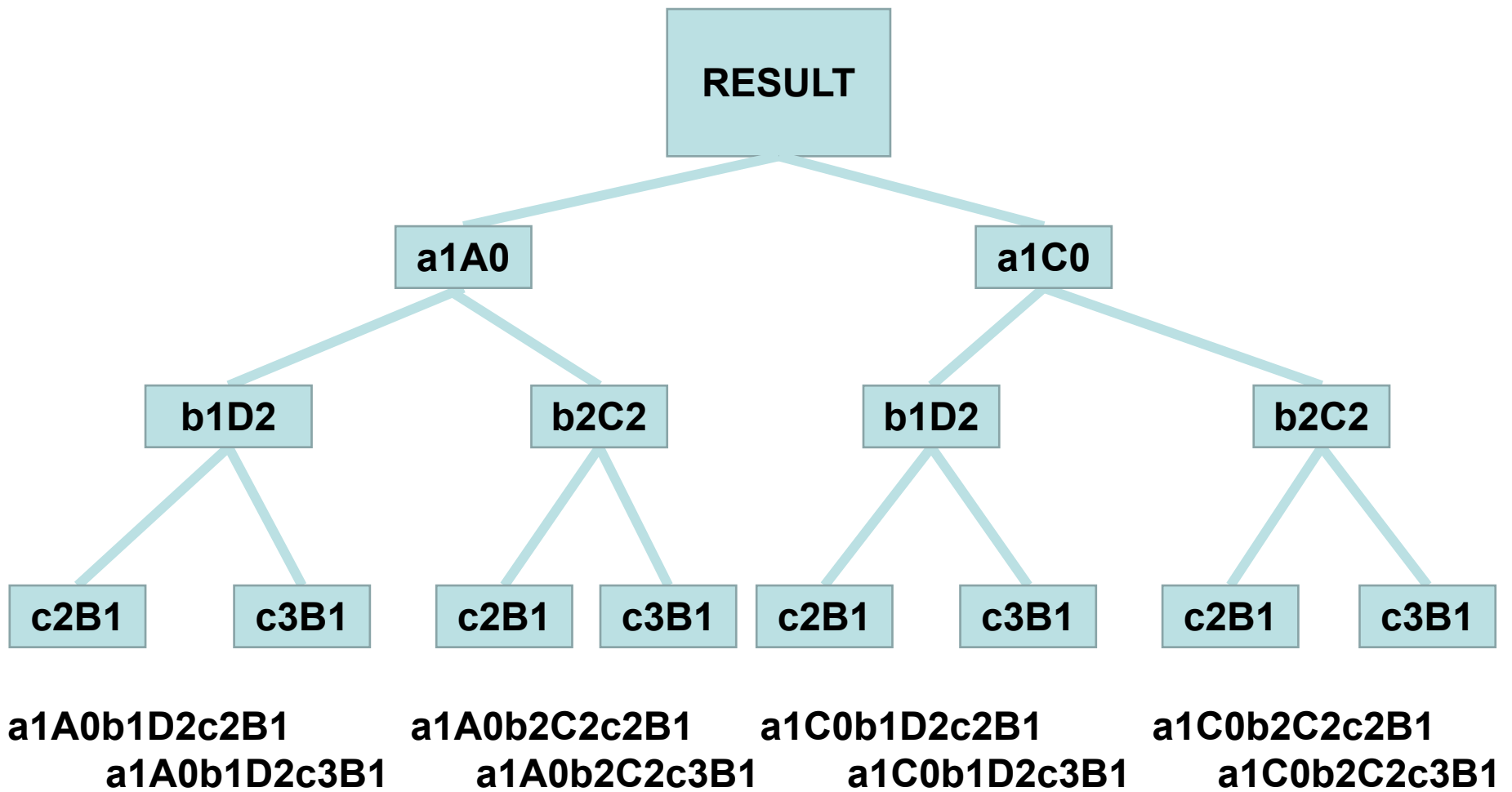
IN TASK 9

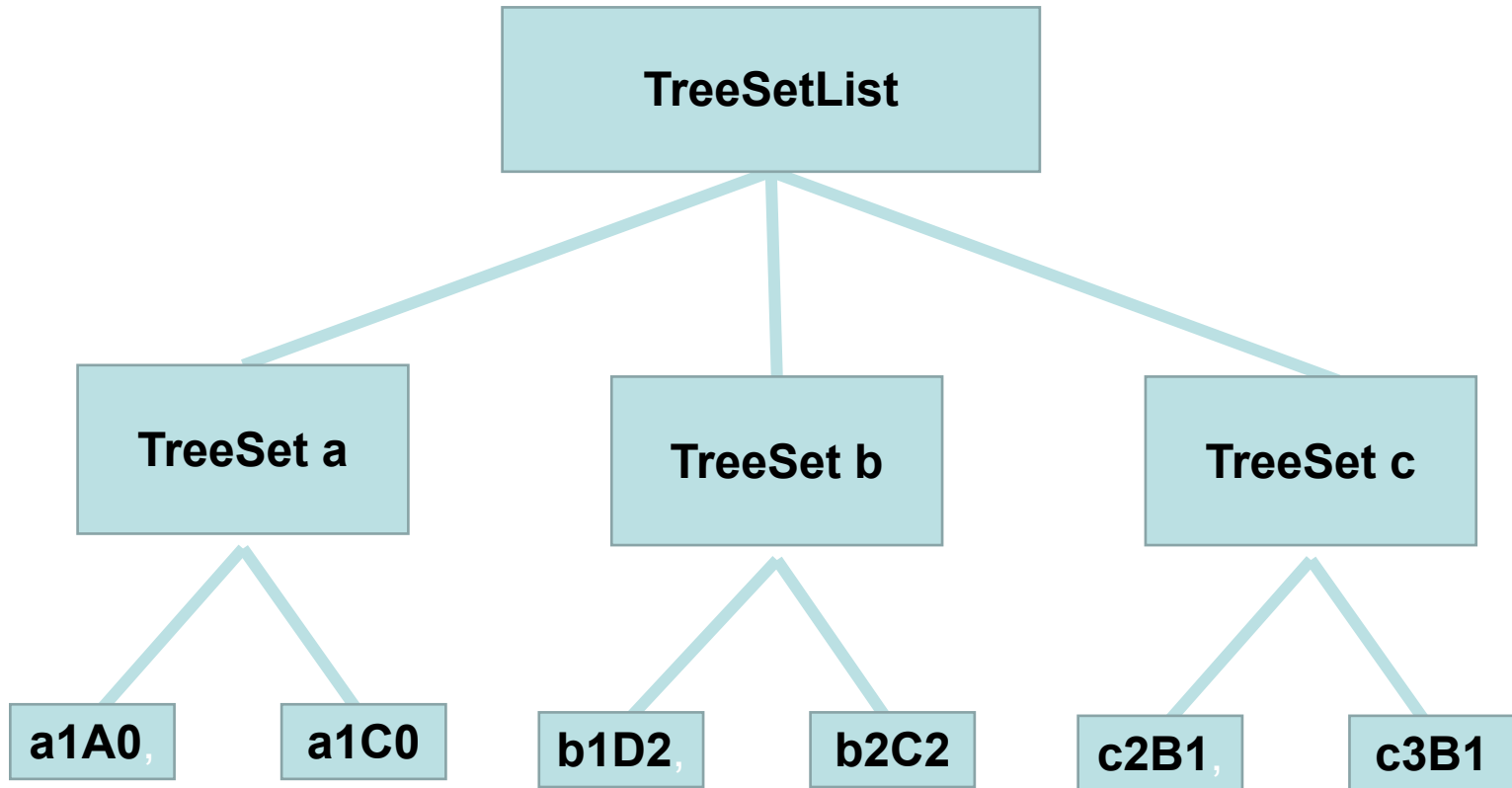
Recursive method

Since we can use
function: `getViablePiecePlacements()`
in task 6 to get all the viable set of string

Recursive method

for example, we can get viable set like
this: a1A0, a1C0, b1D2, b2C2, c2B1, c3B1
then in task 9 we will check whether these
strings are valid:





Recursive method

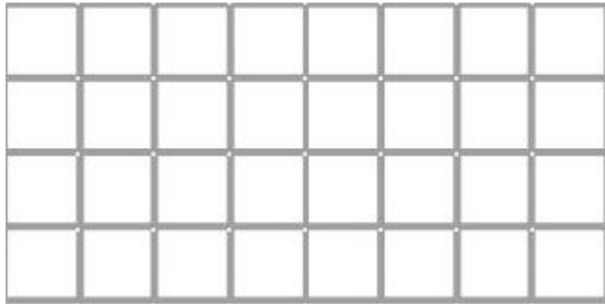
so our group design a function named:
`insertOfList()` to find all possible placements of
given viable strings

```

static void insertOfList(int n, List<TreeSet<String>> treeSetlist, StringBuffer
validString, List<String> l) {
    if (n >= 0) {
        for (String s : treeSetlist.get(n)) {
            int insertPos = 0;int count = 0;
            for (int q = 1; q < 8; q++) {
                int indexc =
                    validString.toString().indexOf((char) (s.charAt(0) - q));
                if (indexc != -1 && count == 0) {
                    insertPos = indexc + 4;
                    count++;
                }
            }
            validString.insert(insertPos, s);
            insertOfList(n - 1, treeSetlist, validString, l);//recursive
            if (n == 0 && isPlacementStringValid(validString.toString()))
                l.add(validString.toString().substring(0, 32));//base case
            validString.replace(insertPos, insertPos + 4, "");
        }
    }
}

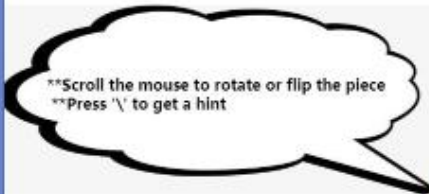
```

DEMO



**board
(play area)**

**Simple
instructions**



newGame

difficulty: please press newGame button and start your game!

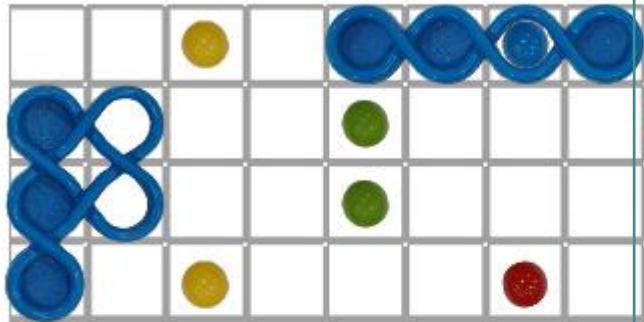
**REST
ART**

Restart

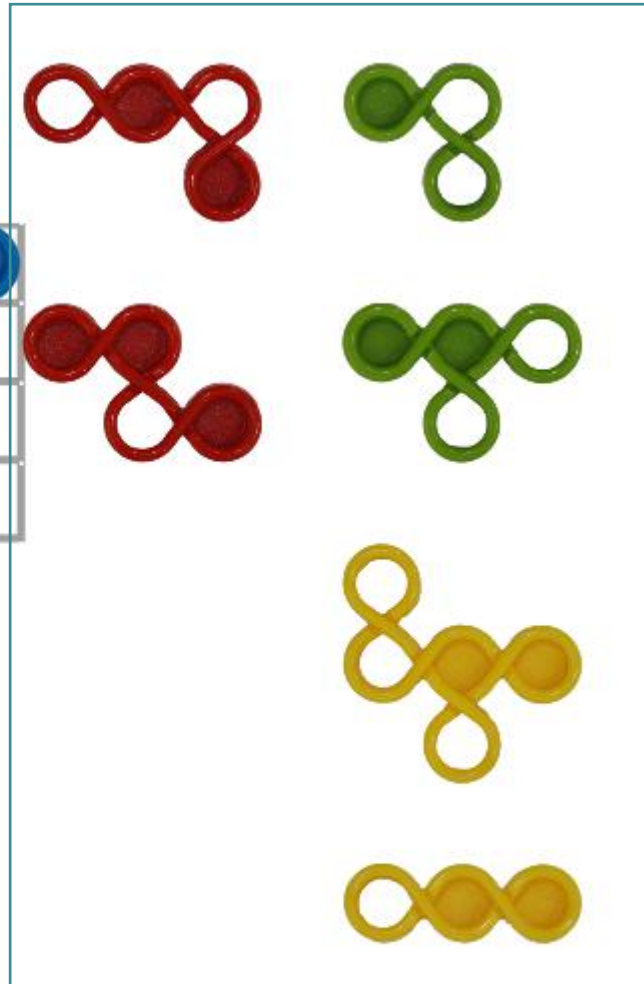
Placement:

Refresh

**Input what
you want**



**Scroll the mouse to rotate or flip the piece
**Press '\ ' to get a hint



users
can
rotate
and
flip
the
pieces
here



newGame

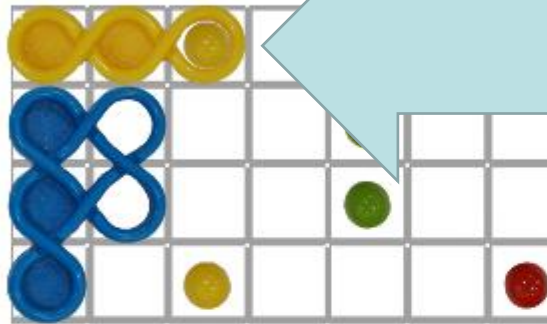
difficulty: this is 2 challenge

Restart

Placement:

Refresh

In this
example, you find
a place where
this piece can be
put



**Scroll the mouse to rotate or flip the piece
**Press 'V' to get a hint



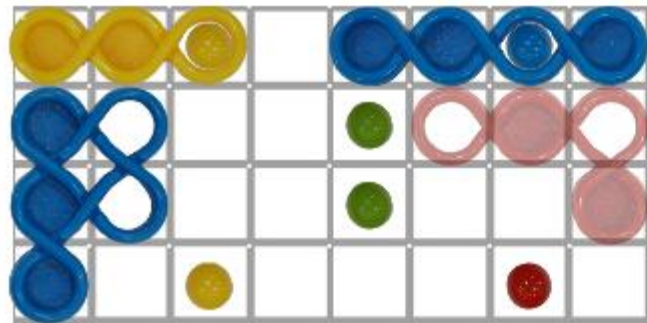
newGame

difficulty: this is 2 challenge

Restart

Placement:

Refresh



then you can
get hints by
pressing
“/”,it means
the next step
you can
follow

**Scroll the mouse to rotate or flip the piece
**Press '/' to get a hint



newGame

difficulty: this is 2 challenge

Restart

Placement:

Refresh



After you put all
the pieces
successfully ,it
will show
success
information

**Scroll the mouse to rotate or flip the piece
**Press '\ ' to get a hint



newGame

difficulty: this is 2 challenge

Restart

Placement:

Refresh



**Scroll the mouse to rotate or flip the piece
**Press '\ ' to get a hint



If you want to play
again, just press restart
button