

# Project Specifications

## Members:

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Project concept: C2

## Given:

A 2D area and a set of unique shapes (quantity of each shape is unlimited).

## Objective:

Cover the entire area with a minimum number of items used.

## Scoring/clearing a level:

Maximum Score for a game will be shown on the screen and as the user reaches the minimum number of items used then his/her score will start decreasing as the amount of items he/she will use. If scores for that level are greater than zero then the level gets cleared but if scores are less than zero, then the next level will remain locked.

## Levels:

Each level will have a different area to be filled and a different set of shapes for the area to be filled with such that difficulty will increase with increase in the level.

Game Starts with the homepage as shown below. We can change settings (ex: to mute game) with the setting button given in the homepage and with the help button we can see how to play the game and how to score.

All the controls for the game are shown in the Help button.

Fill the area with the Fixed but unlimited shapes given in the "Pick an item" menu.

So, in this game you have to pick a minimum number of items which can fill the entire area to score the highest. The more you are close to the minimum number of items, the higher the score will be.

And to clear the game, you have to be close to the minimum number of items used.

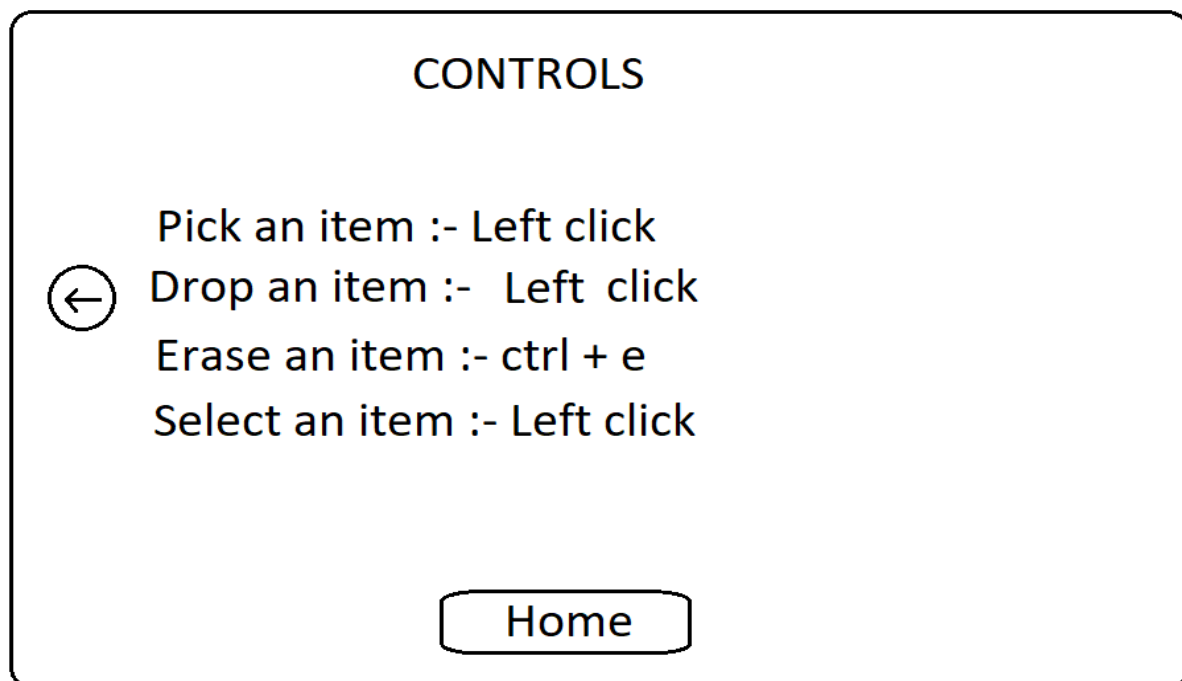
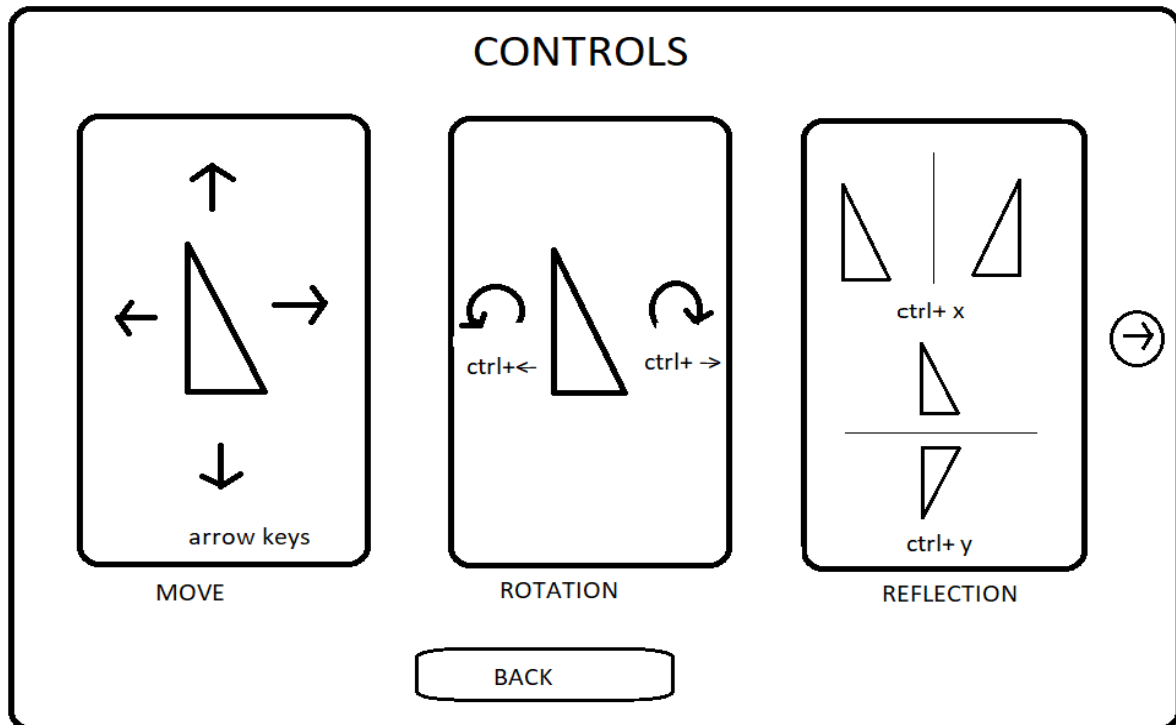
If the number of items used exceeds the limit, then it will show an error message "You have used too many items" and at that point you can either replay the game or quit the game.

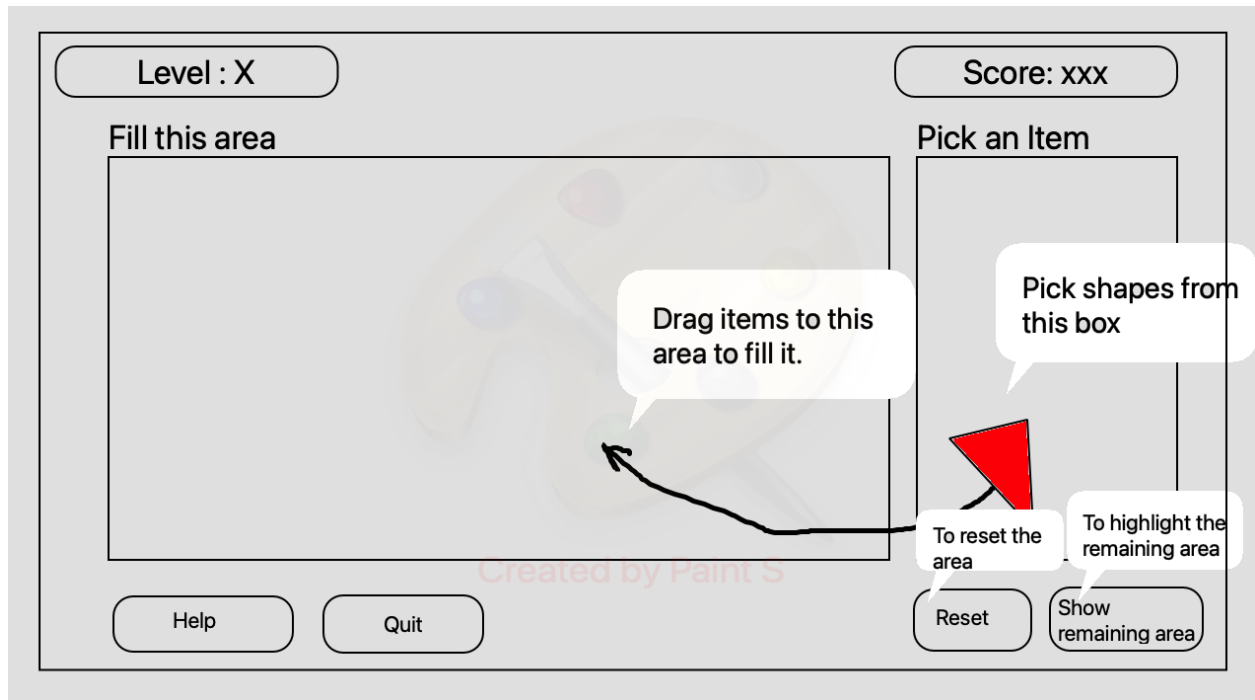
HomePage :



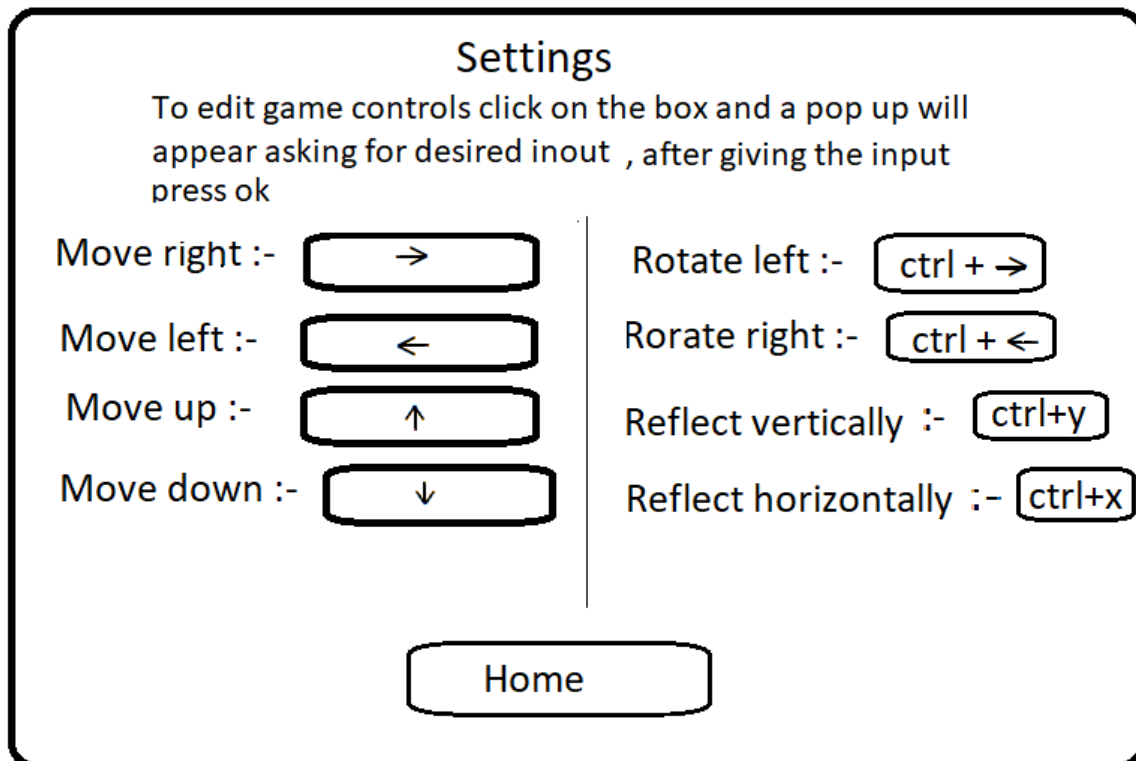
Landing page of our game has the options for playing the game, showing current level, settings and help (player controls).

Help Button : showing keyboard and mouse keys for playing the game.



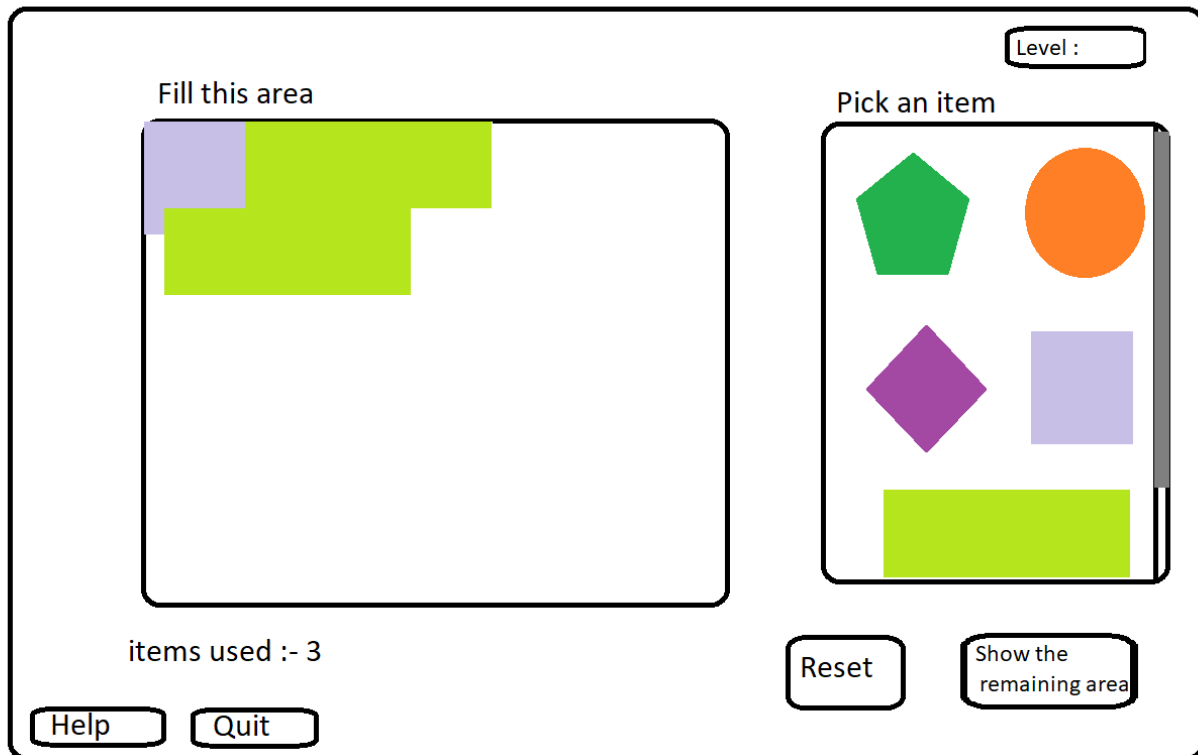


Some Instructions for playing the game. It will be in the help menu.



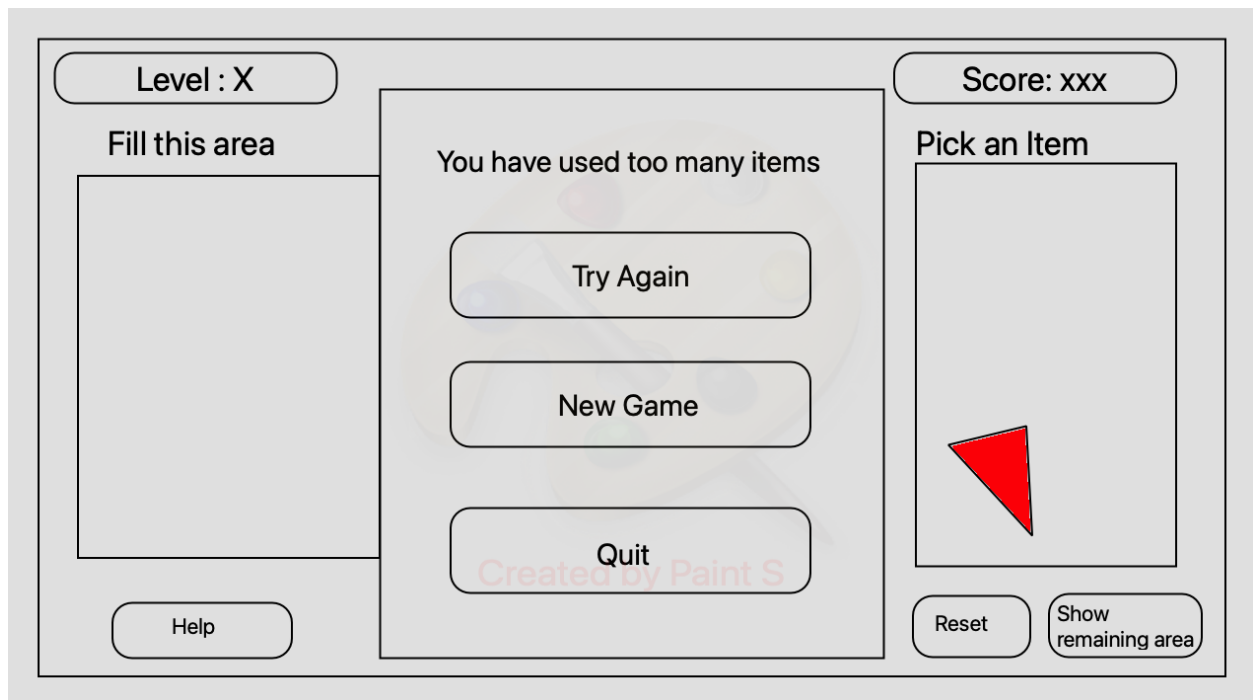
This is the settings menu.

Gameplay:



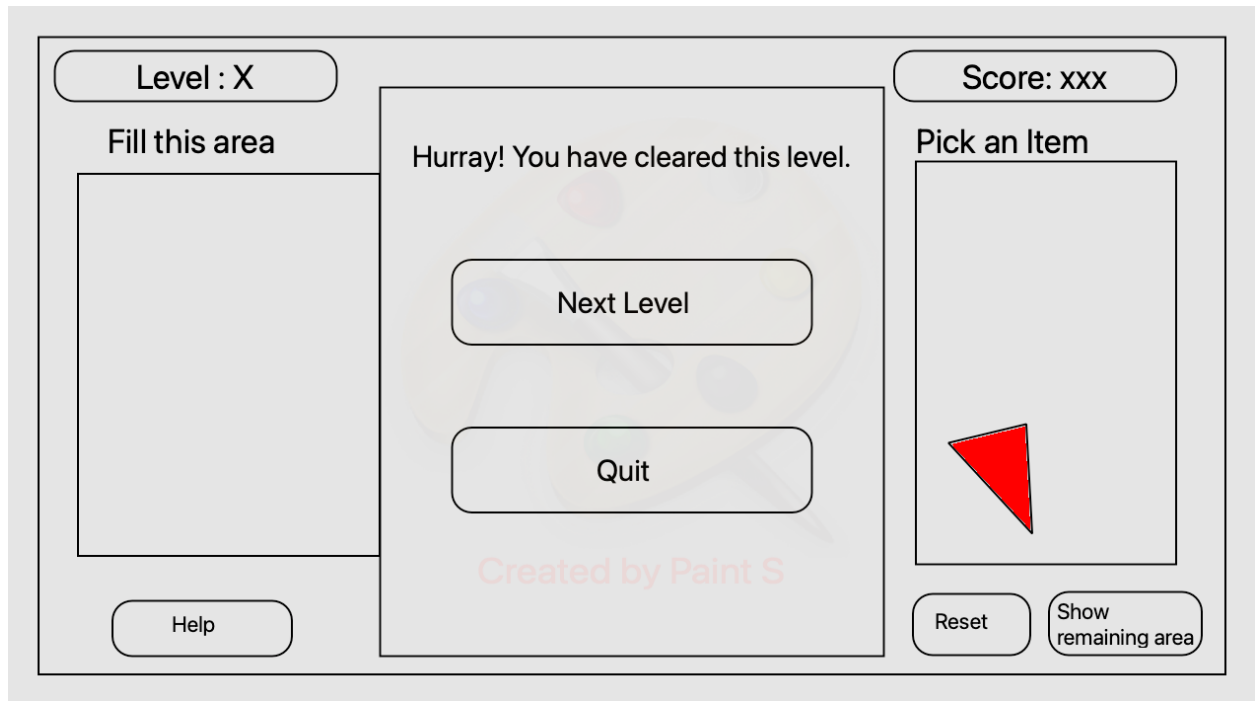
Picture showing the view of a game in play.

GameOver: player has not cleared the level



On pressing "Try Again" the player will be taken to the same game, he/she can make changes to their current game. On pressing the "New Game" button he/she can start a new game within the same level.

GameClear:



If the player scored above zero points then the level gets cleared and shows the message as above and he/she can start playing the next level. On pressing “Quit” Player will be taken to the home screen.