
Focus Game

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The challenge

Our challenge was to implement a fully functioning game of Focus Game.

As a team we worked well to develop a playable game.

We unsurprisingly faced difficult challenges along the way.



First issue encountered

Our first challenge was to correctly implement task 6.

Implementing the “Challenge” in the task was challenging

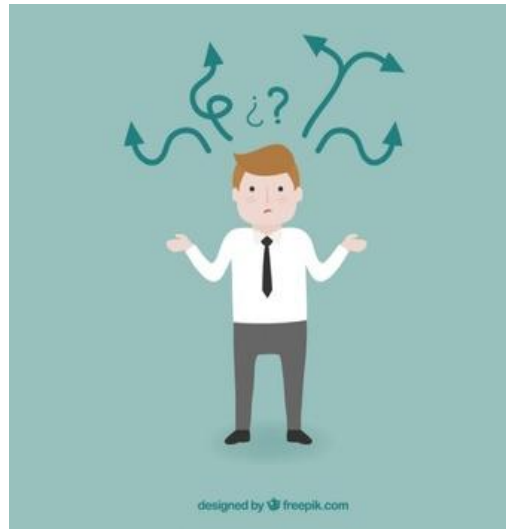
These issues were later resolved



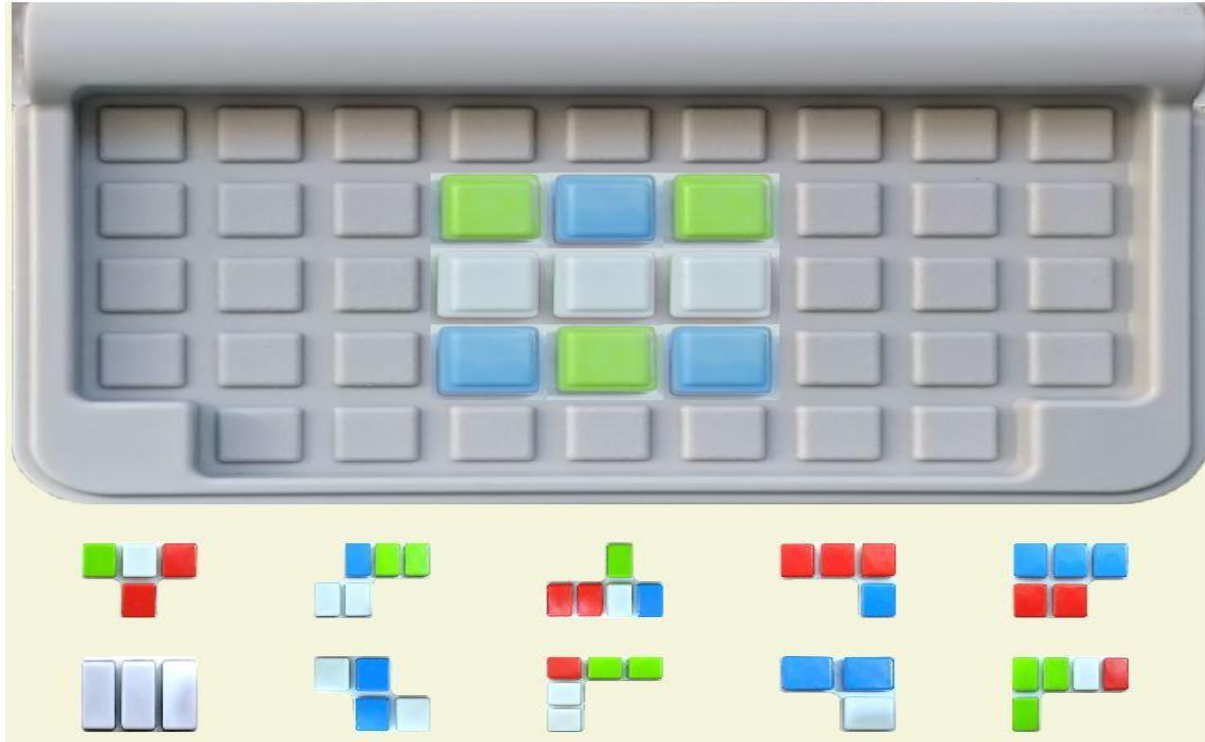
Difficulty in JavaFX

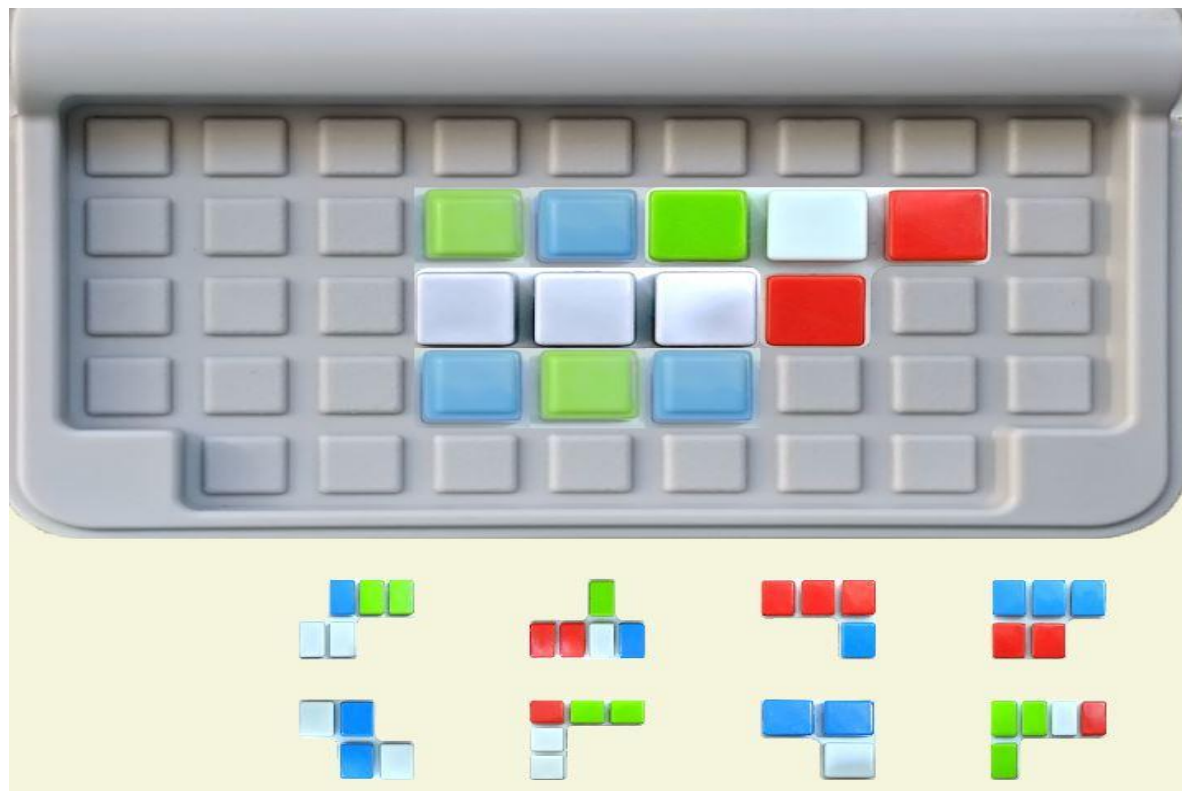
Working with JavaFX proved difficult in the beginning

Rotating the pieces and fitting the pieces in the board was a challenging task



Screen Shots of Game





Bibliography

1. <https://www.smartgames.eu/uk/one-player-games/iq-focus>
2. <http://www.smartgamesandpuzzles.com/inventor/IQfocus.html>
3. <https://images.app.goo.gl/mn8ZXn5AF2mrmCAV8>
4. <https://images.app.goo.gl/qE4bcEGq4pXMetvp6>