**Completed**

Game should have four main pages

Main page

Rules Page

Settings Page

Play Page

Stage Page

Success Page

User should be able to navigate from Main page to

Rules page

Settings page

Play page

User should be able to navigate from Rules page from

Main page,

Play page and

Settings page

User should be able to Navigate from Settings Page to

Main Page

Play Page

Rules Page

User should be able to Navigate from Play page to

Stage Page

Main Page

User should be able to re-arrange the images in the grid.

User should be able to see the jumbled images.

Align the images vertically centered depending on the number of rows.

Prevent the images from being dragged out of the area of interest

**To Do**

Display Level Number

Display Points

Display menu button

Make Level Number clickable which wills how a menu to jump to previous levels

Menu button will pop up options like going to home/settings/rules/

Points will pop up to opt for hints

Design settings page, rules page and use those settings in the app

Settings will have ->

Change of database

Design Play Page :

Play page will have all the completed stages so far.

A loading page while the stage is being loaded.

From the Play page user should be able to a particular stage page.

User should be navigated to a success page once the puzzle is complete.

User should be given an option to continue to next level or quit.

While re arranging if the cell being dragged overlaps the other cell by significant amount( ¼ of the area of the cell) then they need to be swapped , animatedly. The overlap is significant should be shown by coloring the border of both the cells being swapped.

User should be able to see the finished levels; should be able to look at the older levels.

User should be able to see the final/correct arrangement of images and hence the correct answer.

User should be able to go to homepage anytime.

User should be able to reset the jumble

User should see a points counter

User should see a level indicator on each level

User should be able to post score on facebook

User should be able to post score on twitter

Level can be timed

User should be able to play the game offline or online.

Number of levels will depend on online or offline.

Servers will provide the images.

Provide various themes to the user.

Once the user solves the puzzle, he/she will be automatically redirected to success page

Success page will have some message and will ask to continue.

Show progress bar in each level, indicating whether an image is at the correct position or not.

User should be able to ask for hint in exchange of points.

Multilevel puzzles

i.e. solve two puzzles to advance to the next level.

Tapping an image will zoom the image and provide the source information.

Left and right swipe should not do anything

User should be able to see scores of previous players

User can lock his particular game.

Music can be turned on or off

Implementation Considerations :

Custom UI Button