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Introduction to Programming and Computer Science

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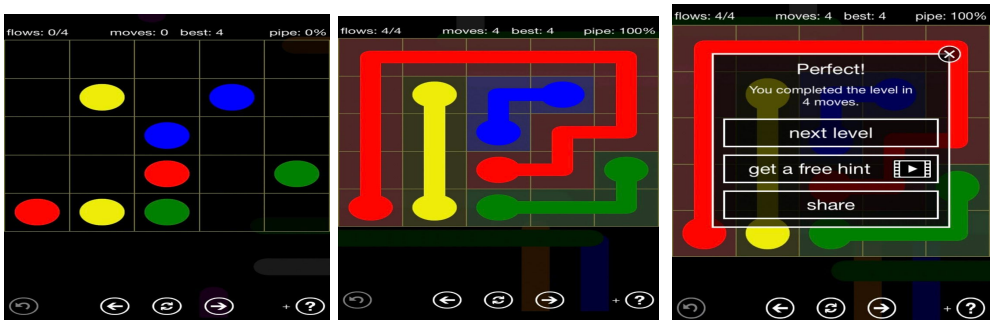
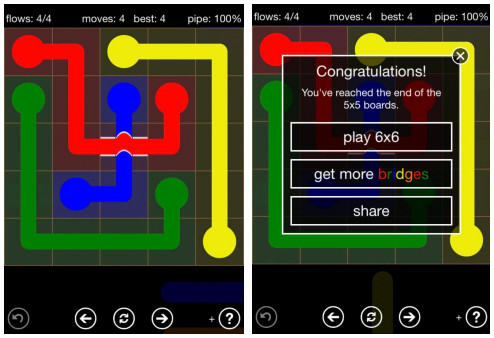
Project Description

The project that I will be working on is a game that is borrowed from a famous game application called “Flow Free”. The game consists of a screen containing grids where a pair of similar colored dots are placed randomly across them. The user’s main goal is to win the game by connecting each dot with its other identically coloured pair, in the least number of moves without the colored lines interesting each other. When all the dots have been connected, a window will pop up on the screen notifying the player that they won and they can move to the next level. Similar to the pictures presented below:



In the game, there will be three levels: easy, medium and hard.

1. The first level will be the easy one, where the player will match the colored dots normally just like it is shown above.
2. The second level will be the one with the medium mode, where the level will contain one bridge where two of the colored lines will be able to intersect to match the dots. Similar to the pictures shown below:



3. The third level will consist of different structure, it will be in “Hexes” form, but the player will try to connect the pair of colored dots. Similar to the pictures shown below:

The list of libraries that I will be using are:

- socket
- tKinter
- Pygame
- Autogui
- Random
- Math

The game will be played by two users online from two different screens, where each player will finish the three levels and get timed. Afterwards, the time taken between the two players will be compared and whoever finishes faster will win the game.

First milestone features: I will do the screen interface, the grid and the dots including how to connect them with each other.

Second milestone: The rest of the game will be implemented by the second milestone.