

# COMP1110 Assignment 2

*Tuesday 14d*

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# IQ Focus Puzzle

New Game

Reset Board

Hide Challenge

Hint

Save Game

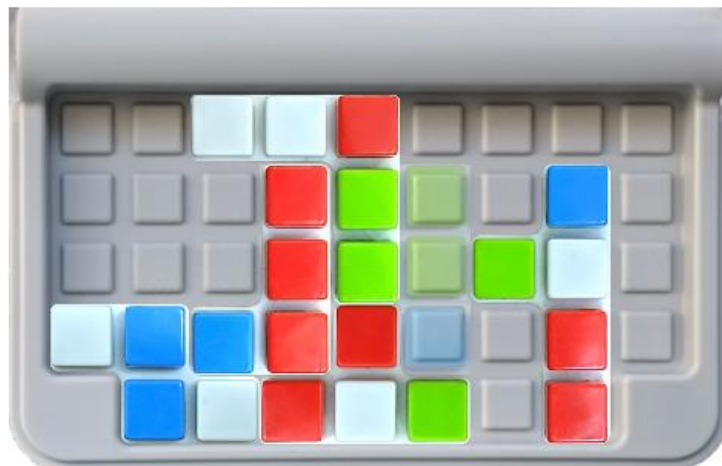
Load Game

Help

## Challenge #7



Difficulty



Place all the pieces  
on the board that  
forms the 3x3  
challenge shown!

Press Z to rotate  
pieces

Hints remaining: 0



# Summary

Fully playable game

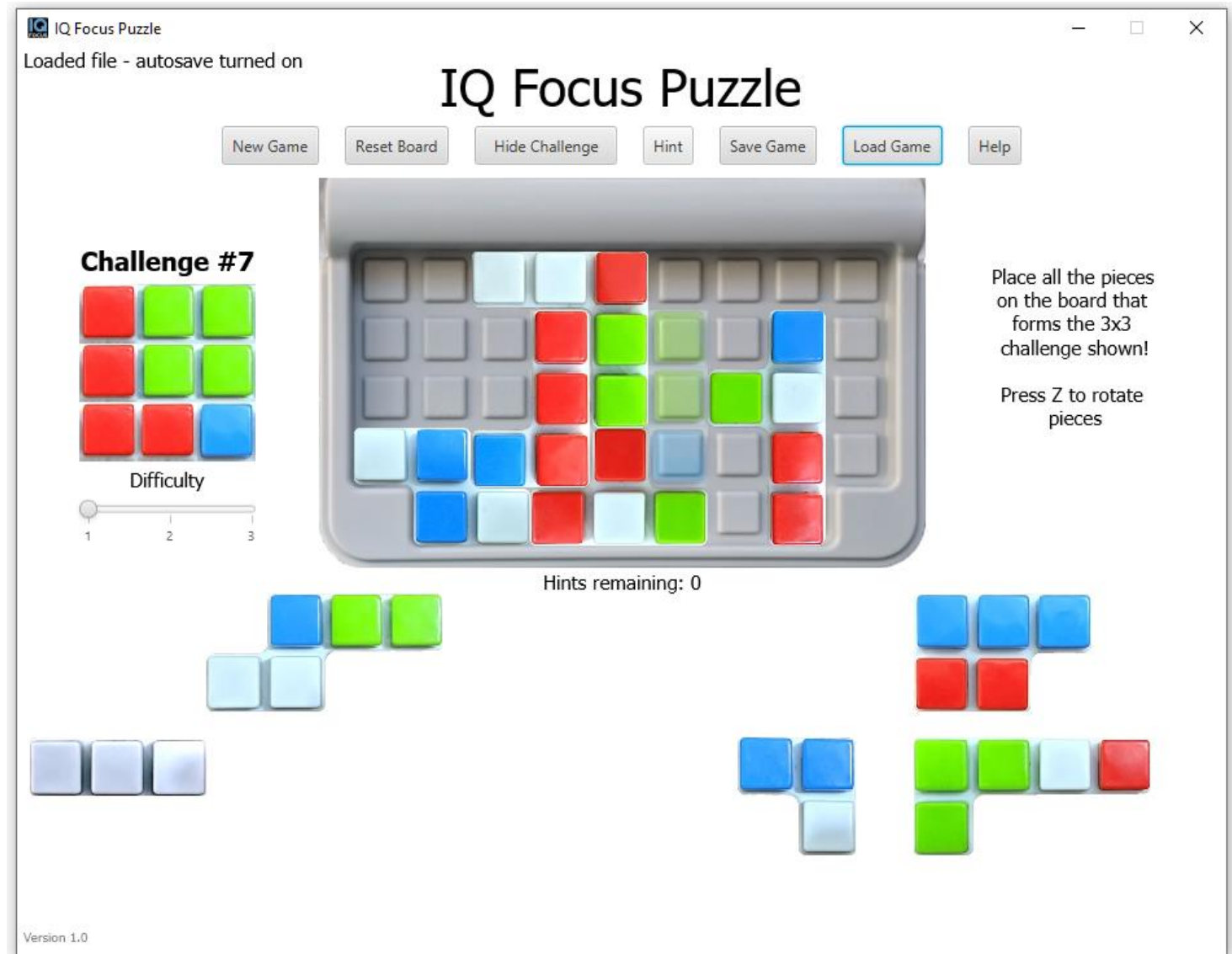
Implemented  
challenges with  
progression

Implemented hints  
(with limit)

Save and load  
functionality

Autosave  
functionality

Instructions for player



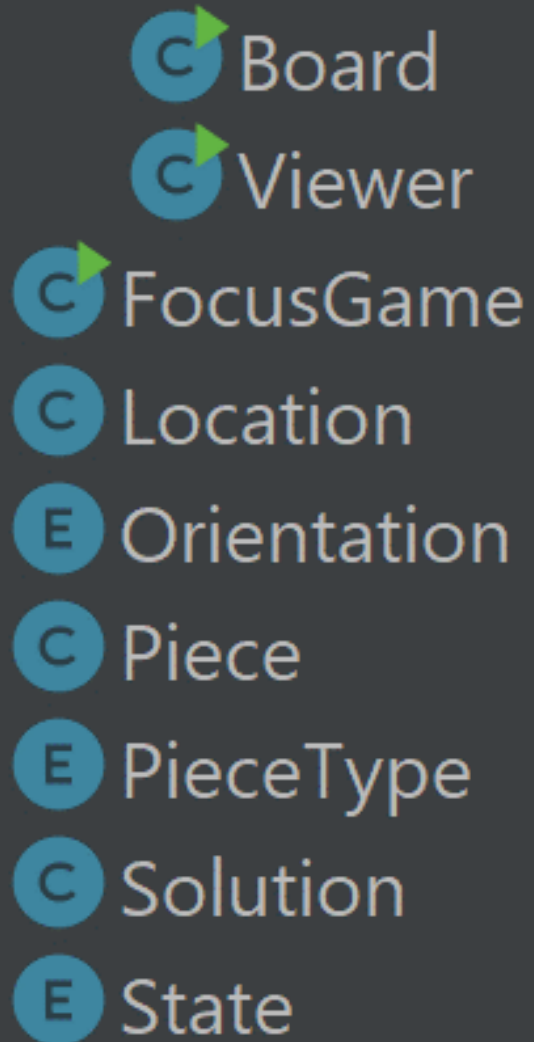
# **Problem**

Playable game that is robust and  
initiative/easy to play

# **Solution**

“MVC” approach (roughly)  
Comprehensive GUI and Features

# Class Structure



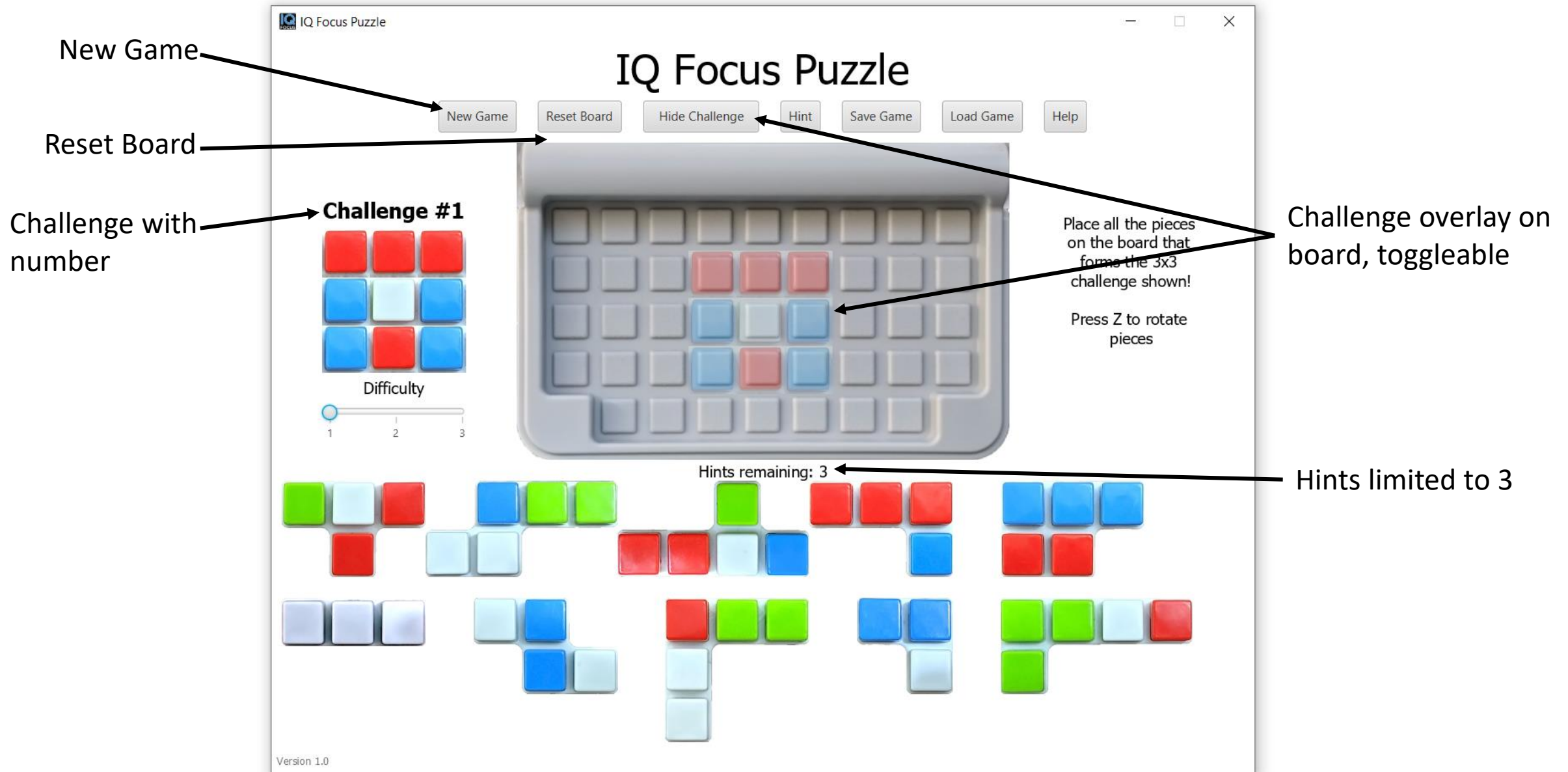
- C Board
- C Viewer
- C FocusGame
- C Location
- E Orientation
- C Piece
- E PieceType
- C Solution
- E State

Board contains the “view” and “controller” components of the application. FocusGame contains the “model” – having model completely separated allows for cleaner, more maintainable code.

Other classes/enums contain simple yet well thought out fields and methods that fit in with the MVC and can be used throughout.

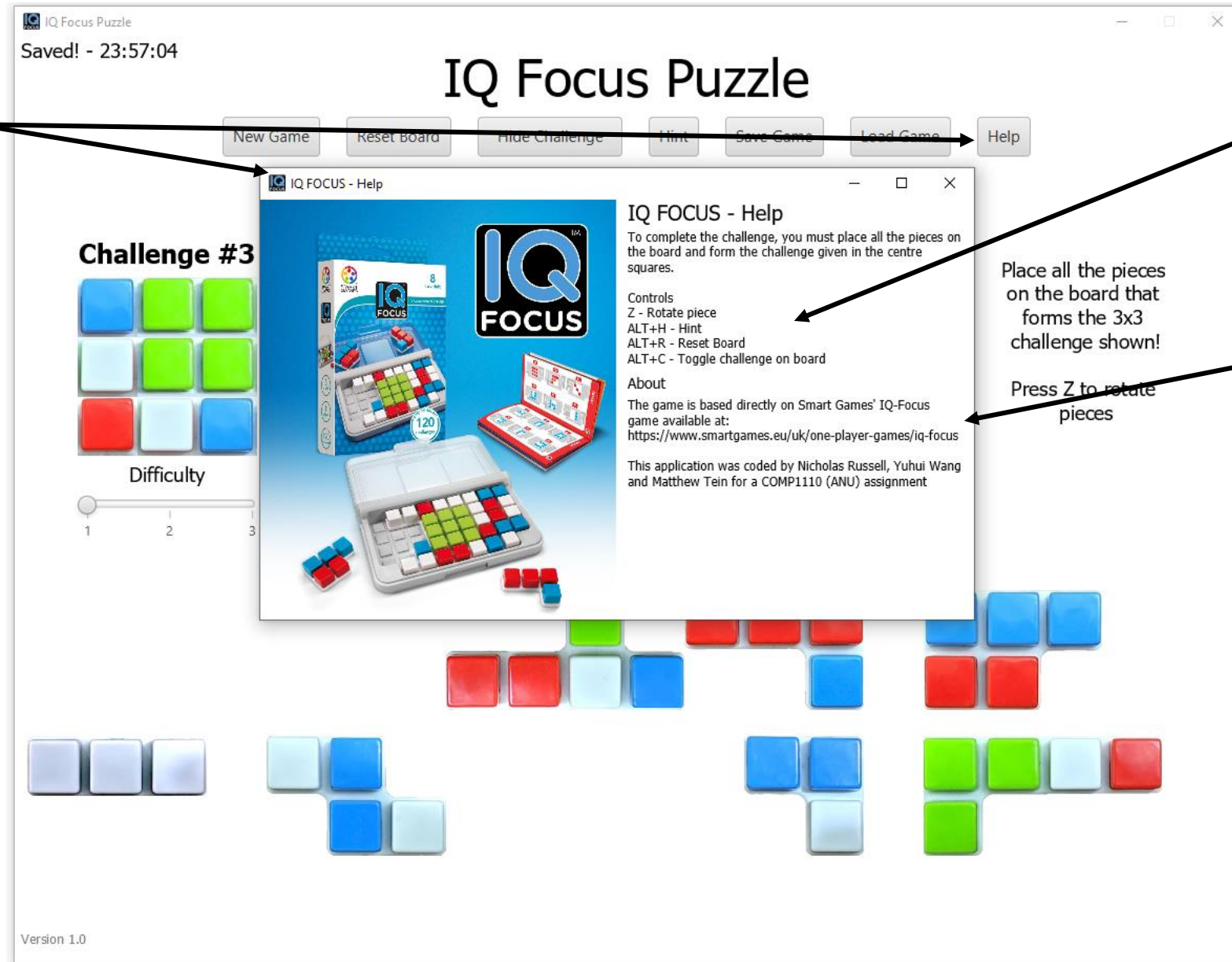


# Comprehensive GUI



# Comprehensive GUI

Help window



Shortcuts

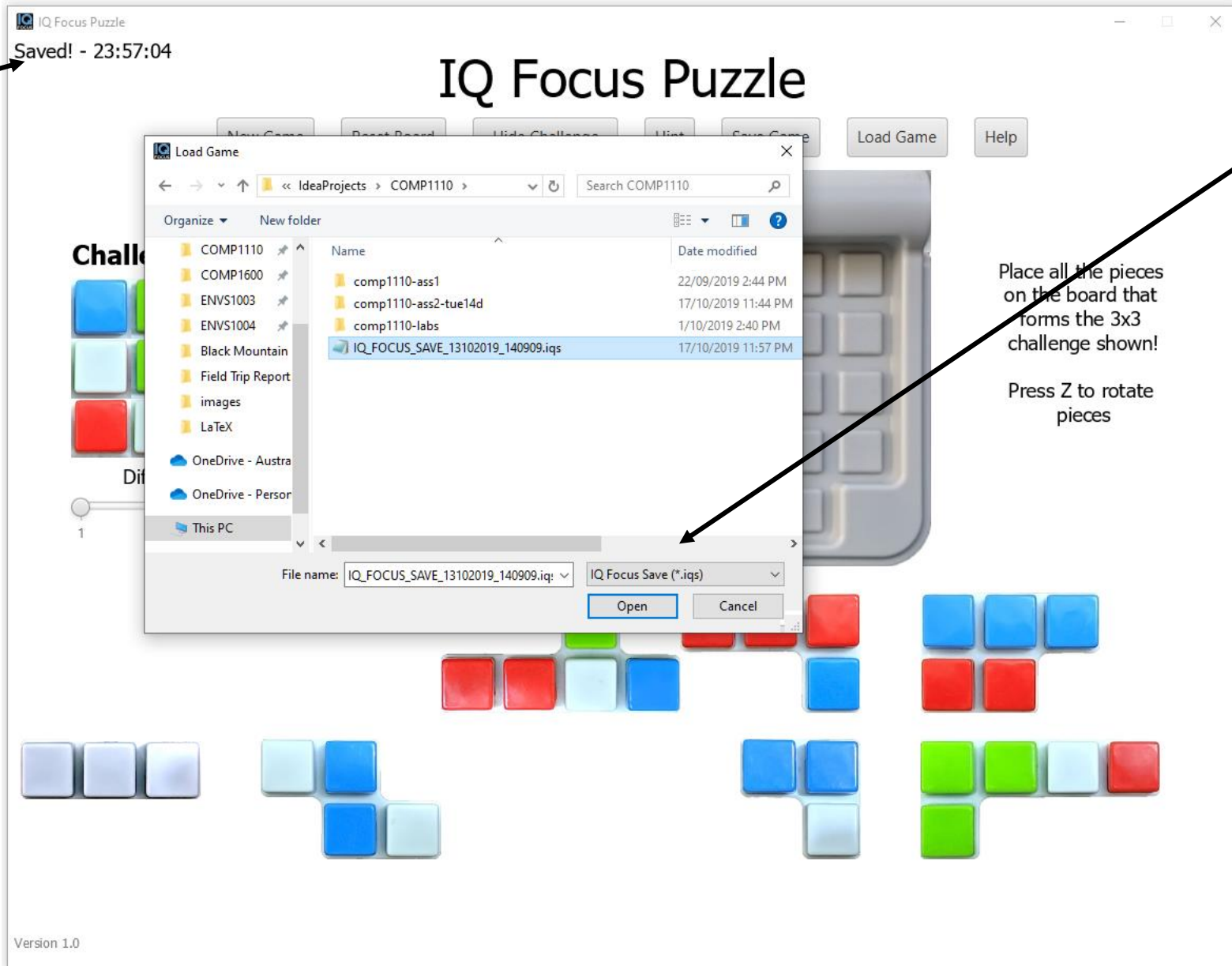
Place all the pieces on the board that forms the 3x3 challenge shown!

About

Press Z to rotate pieces

# Comprehensive GUI

Autosave!



IQ Focus save files



# Questions?