

# Node Connection Game Documentation

## Overview

The Node Connection Game is a grid-based puzzle where players connect colored nodes. The goal is to connect all nodes such that no cell remains empty. Tested resolution is **1080x2400**.

## Note

1. Start a connection from any node cell.
2. End the connection at another cell of the same color.
3. Connections must be horizontal or vertical (no diagonals).
4. The level is complete only if all cells are filled with colors.
5. Invalid moves reset the connection.

## Gameplay Flow

1. Start: Click a node to begin connecting.
2. Drag: Draw a path to a valid endpoint.
3. Win: "Congratulations Level Completed!" is displayed when all cells are filled.
4. Restart/Home: Use the buttons to restart the level or return home.