

Comp 6710 - Assignment 2

Group Tue12q

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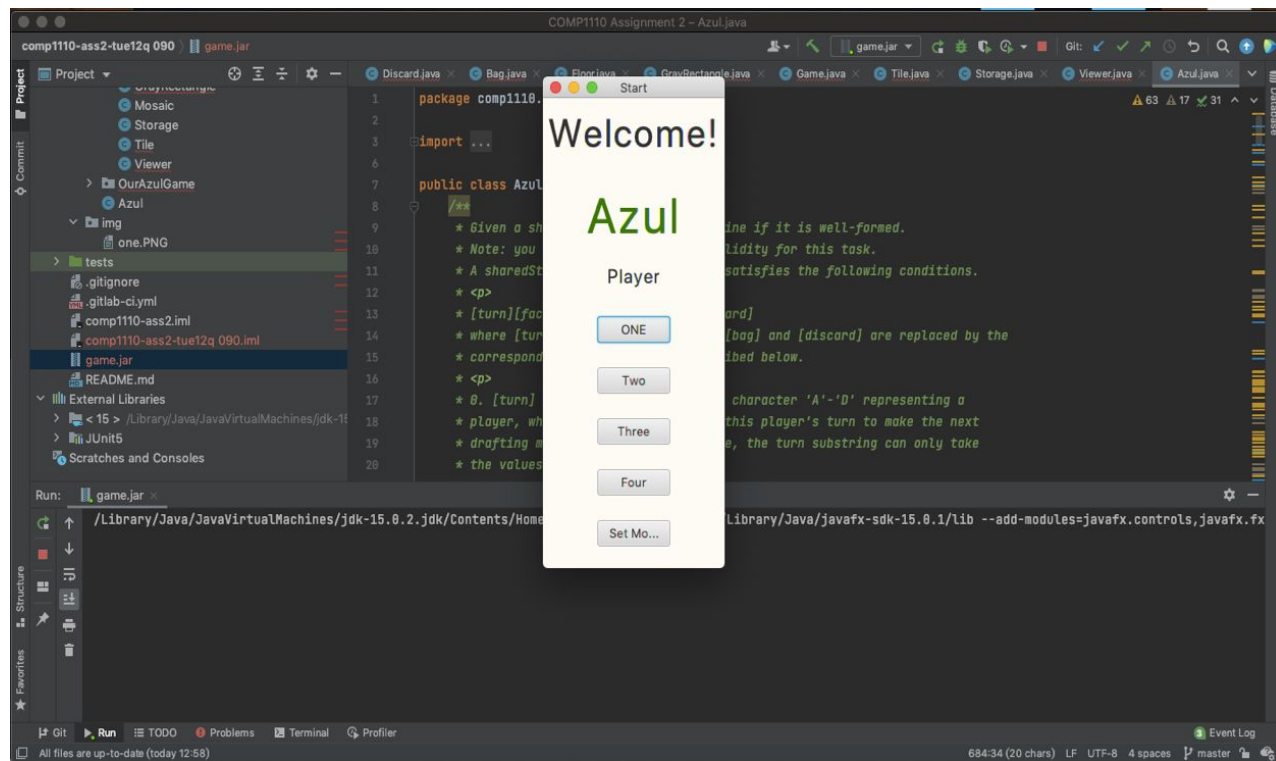


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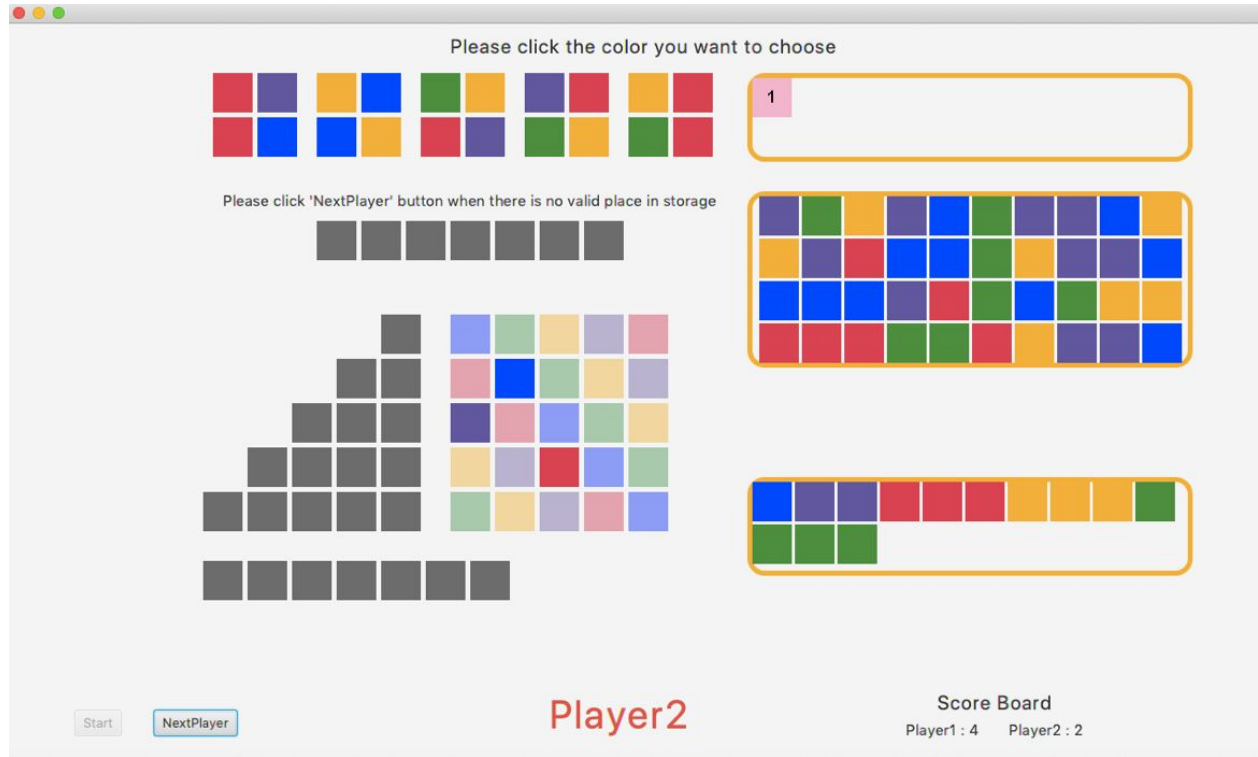
01 Demonstration



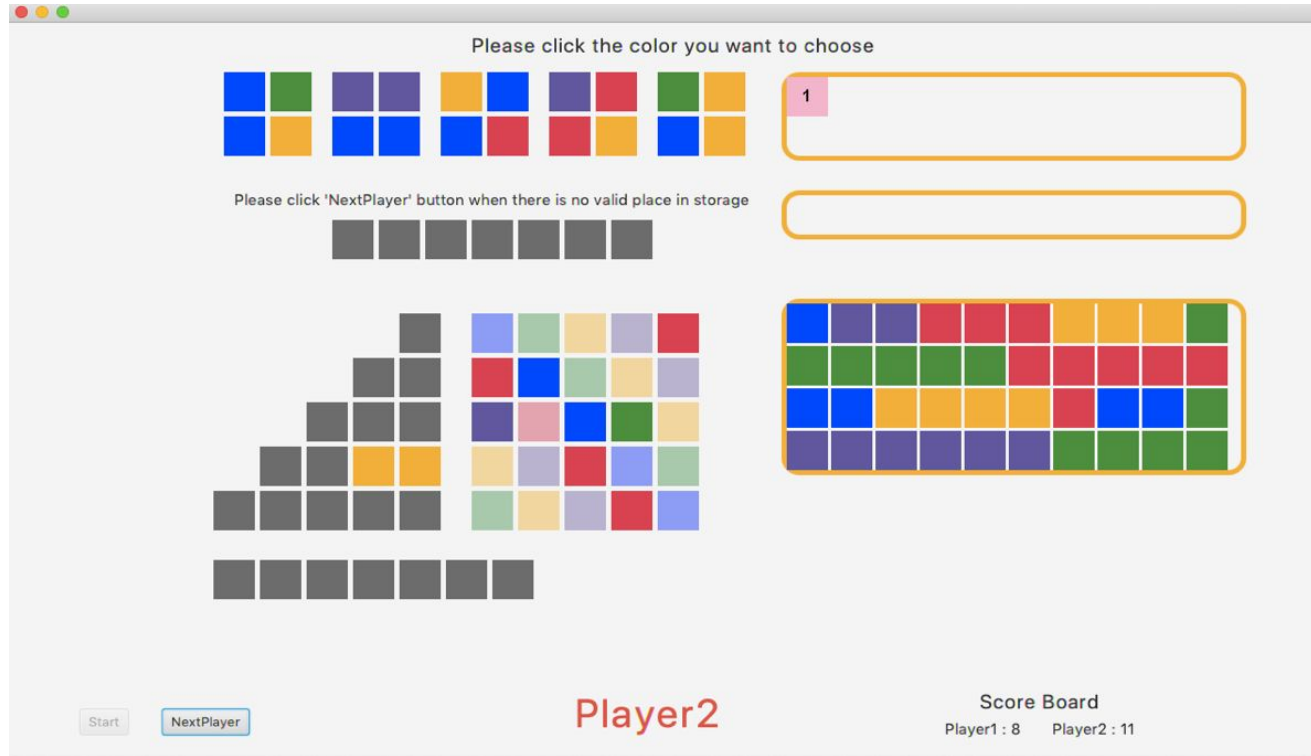
01 Demonstration - Start Menu



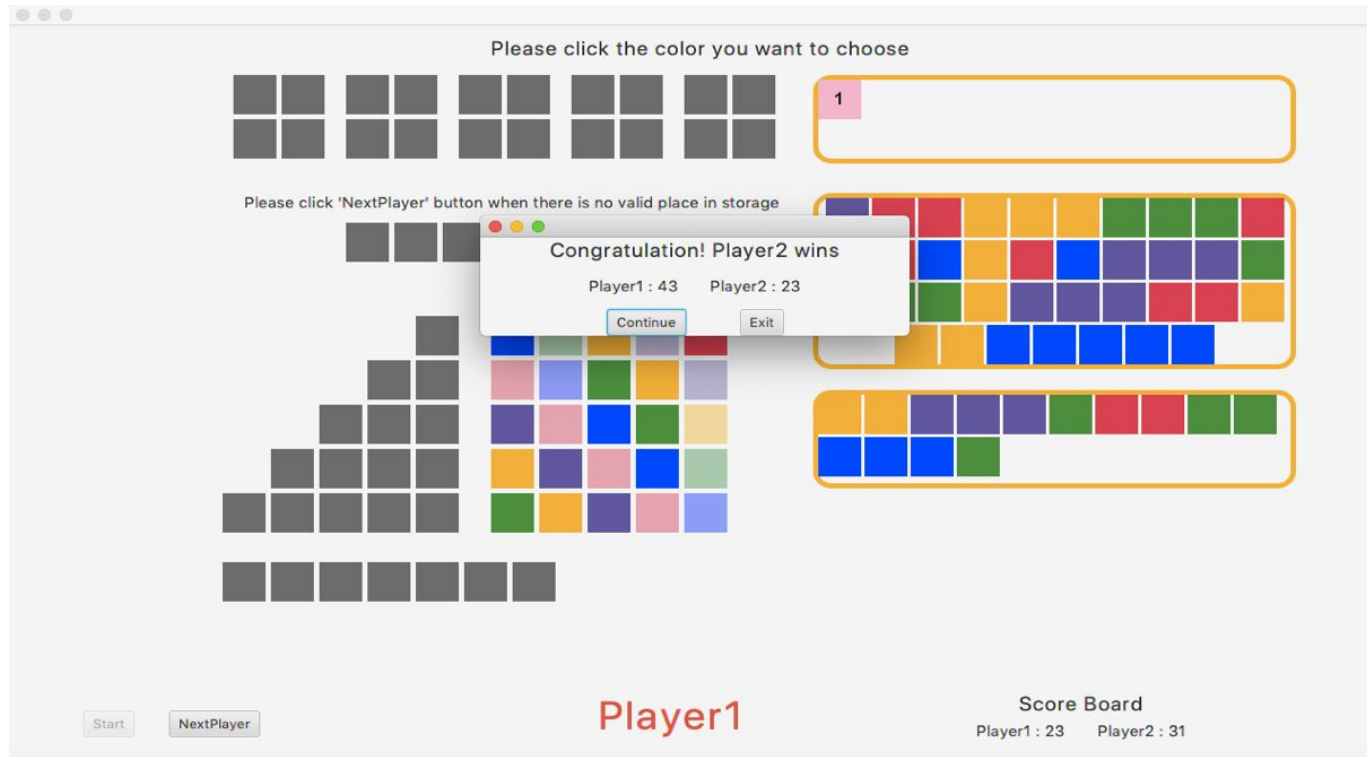
01 Demonstration - Score



01 Demonstration - Intermediate State



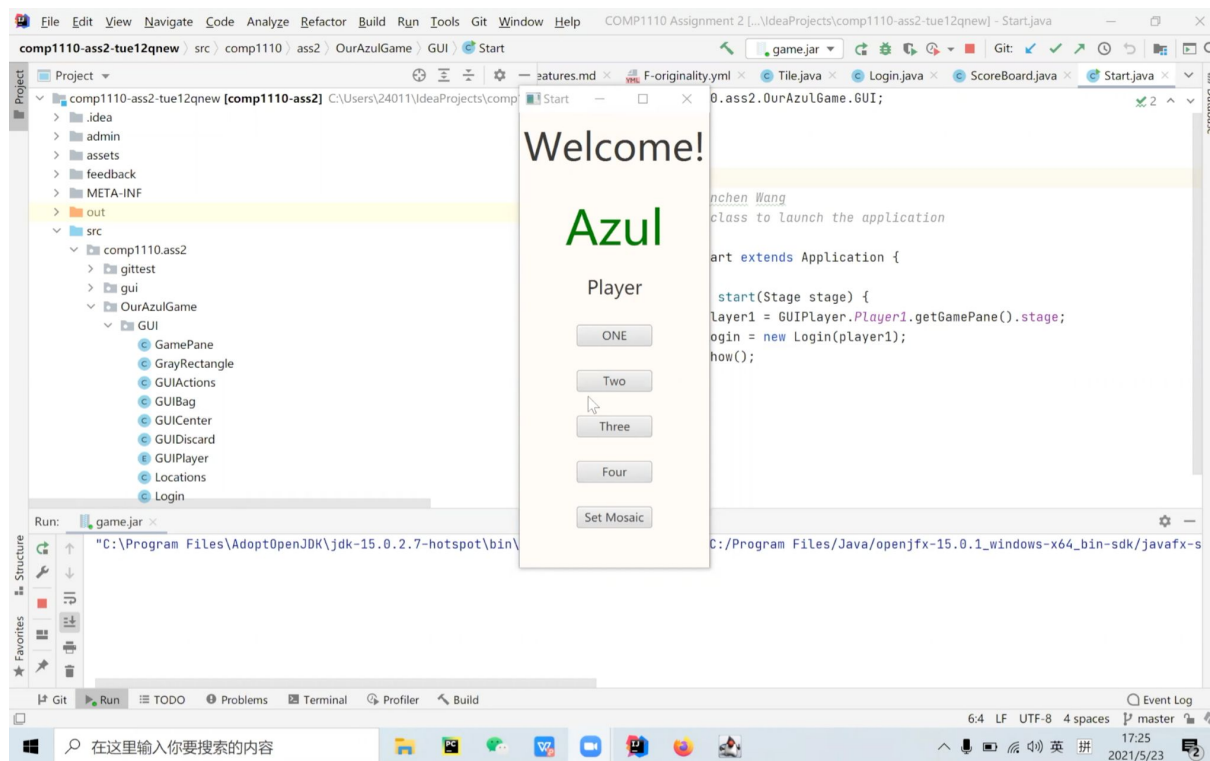
01 Demonstration - Game Over State



02 Features



02 Start Game - Start Menu

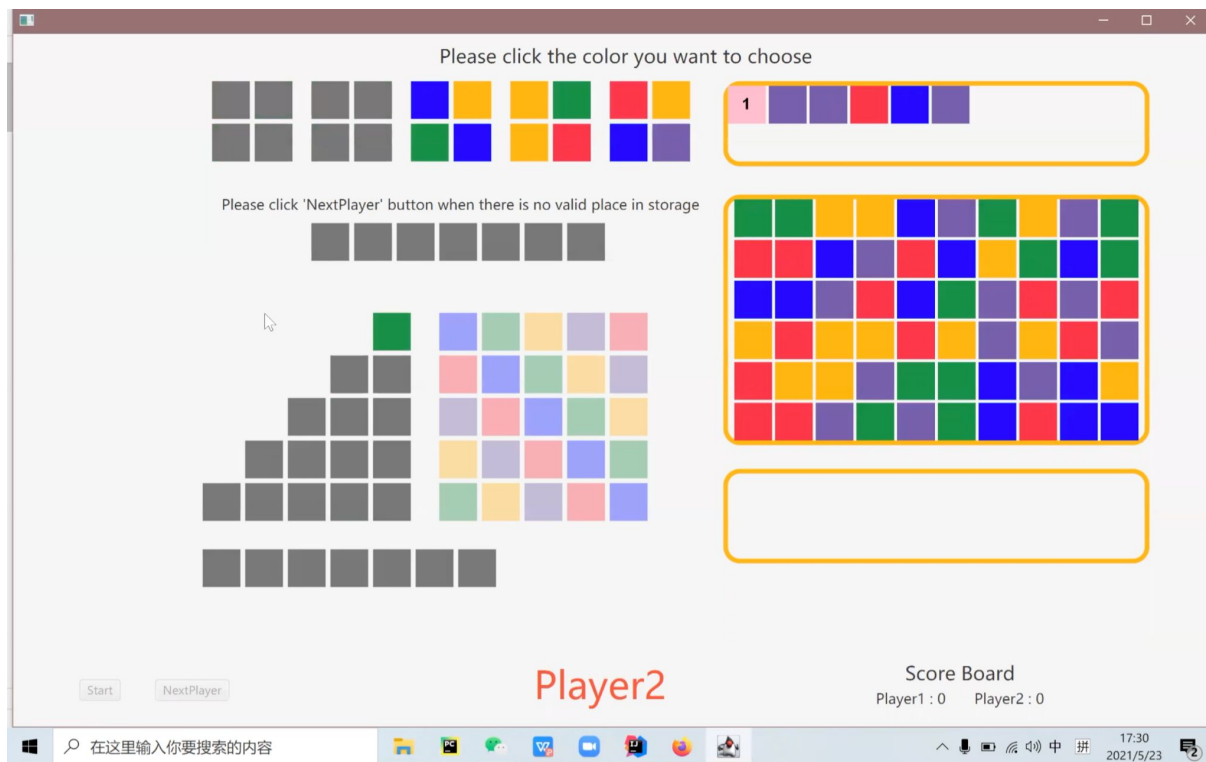


Buttons:

- **ONE**
- Two
- Three
- Four
- **Set Mosaic**



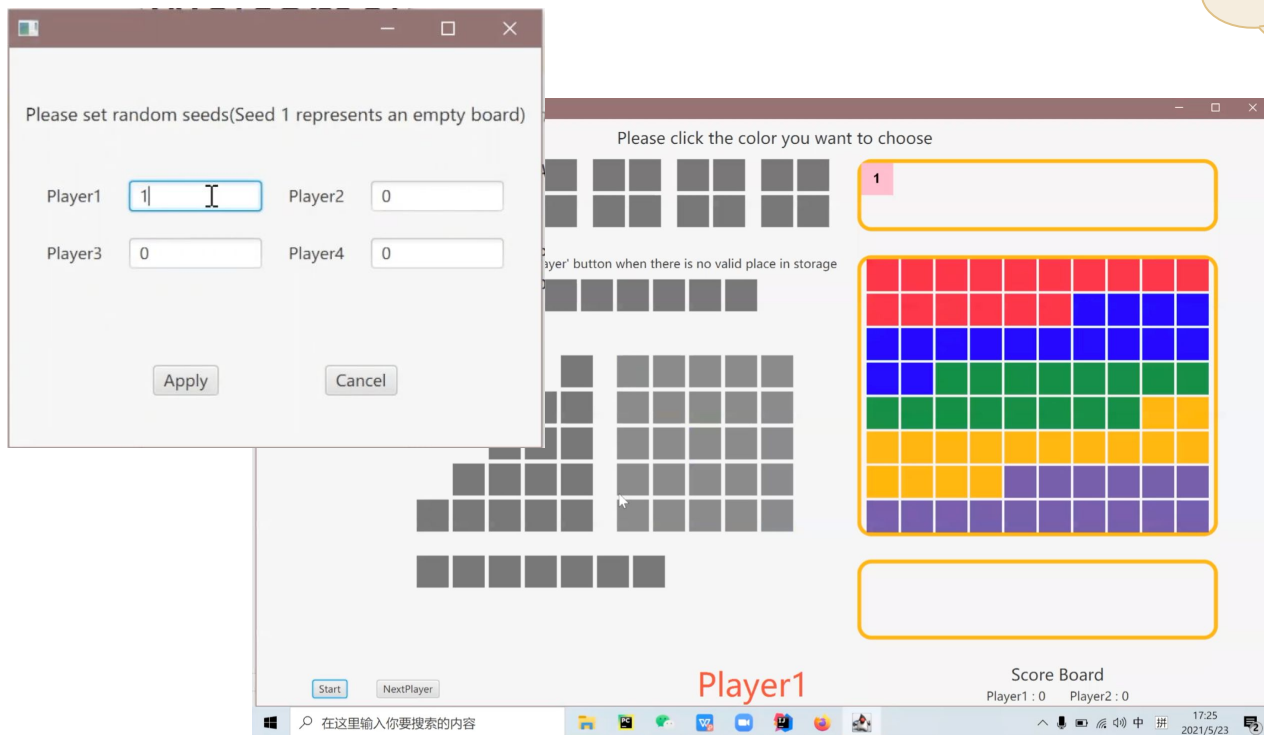
02 Start Game -vs Computer



Put "ONE" Button:
Player 1: Player
Player 2: Computer

02 Start Game - Set Mosaic

Interesting Point

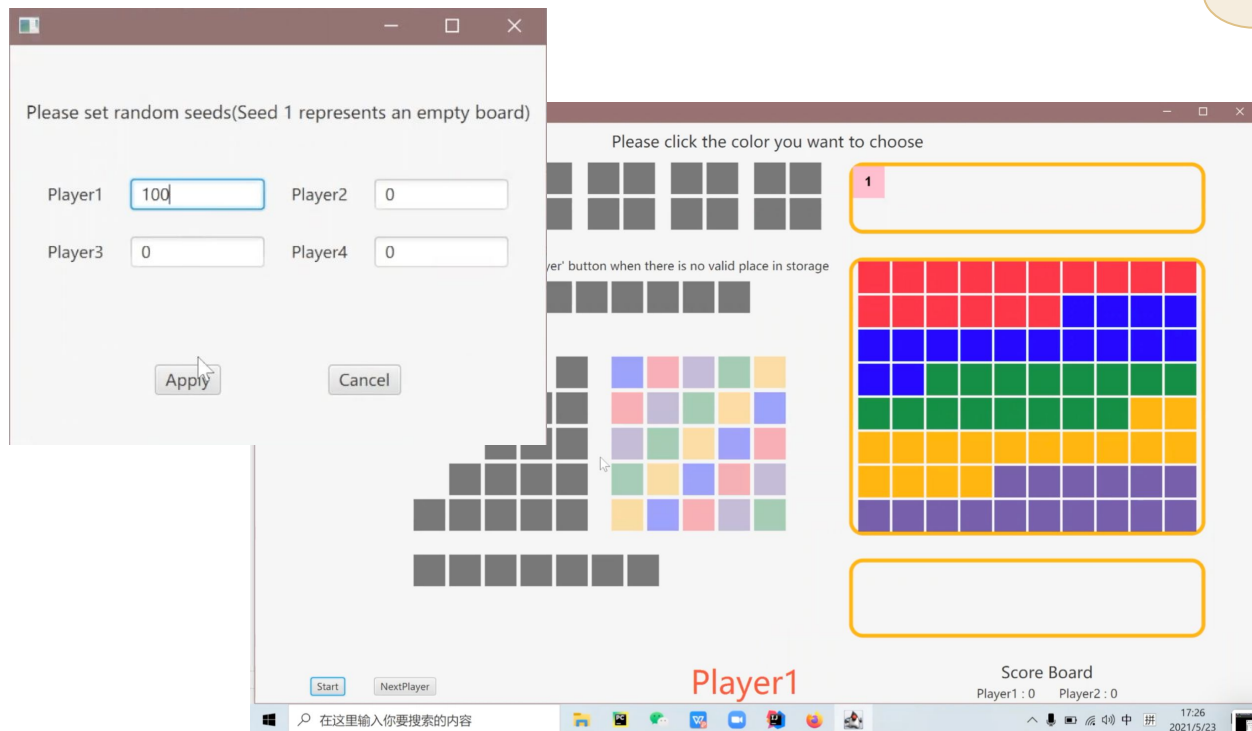


Set Mosaic Button:

- **Empty Board**

02 Start Game - Set Mosaic

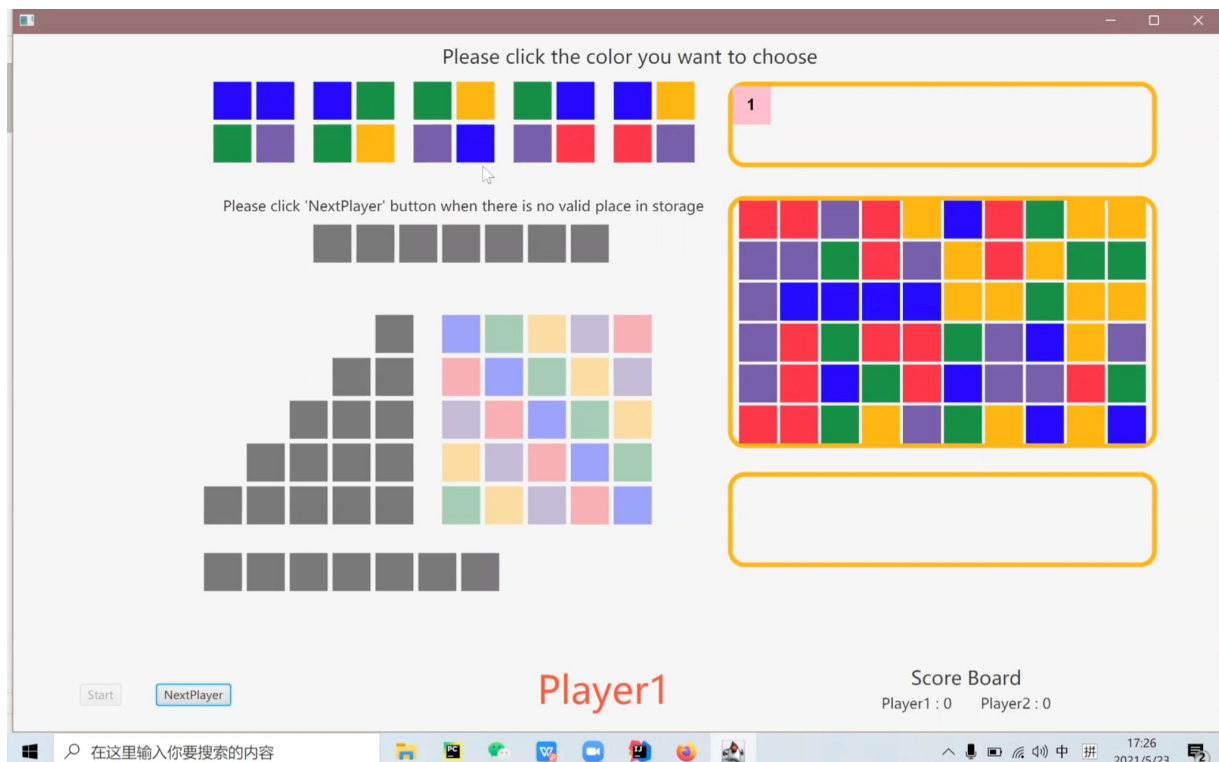
Interesting Point



Set Mosaic Button:

- **Unique Mosaic Board**

02 Start Azul - Drafting from Factory



Put Start Button

Click in Factory

-> Center

-> Pending

02 Start Azul - Drafting from Factory

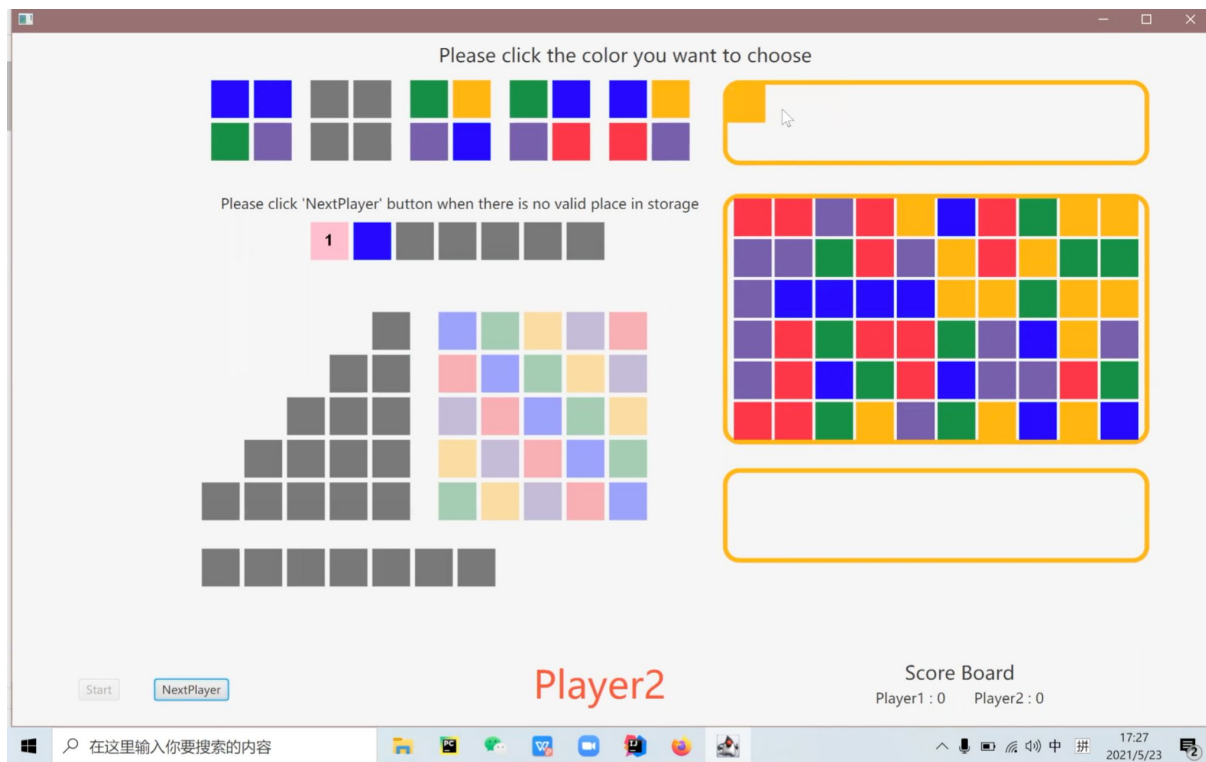


Drag from Pending

-> Storage

Finish dragging
(Change turn
automatically)

02 Start Azul - Drafting from Center

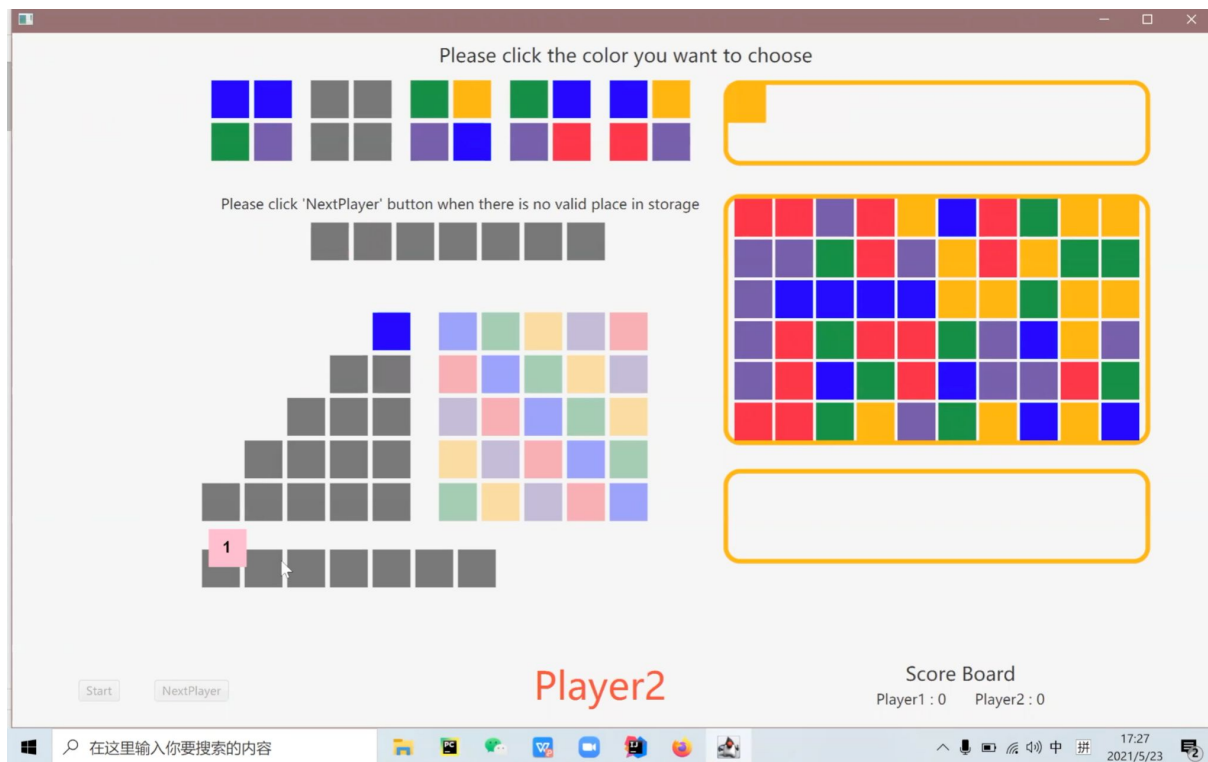


Click in Center

-> Pending

*(1st tile move
automatically)*

02 Start Azul - Drafting from Center

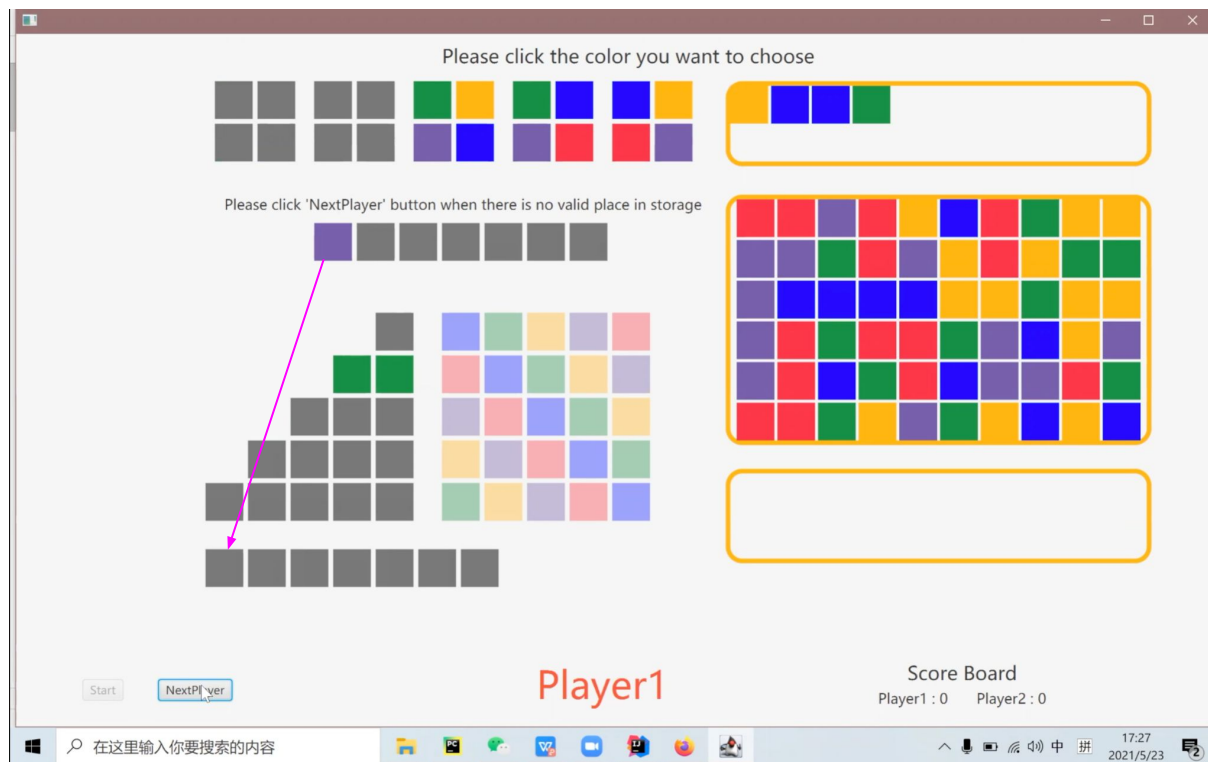


Drag from Pending

-> Storage

*(1st tile move
automatically)*

02 Start Azul - Drafting Special Case

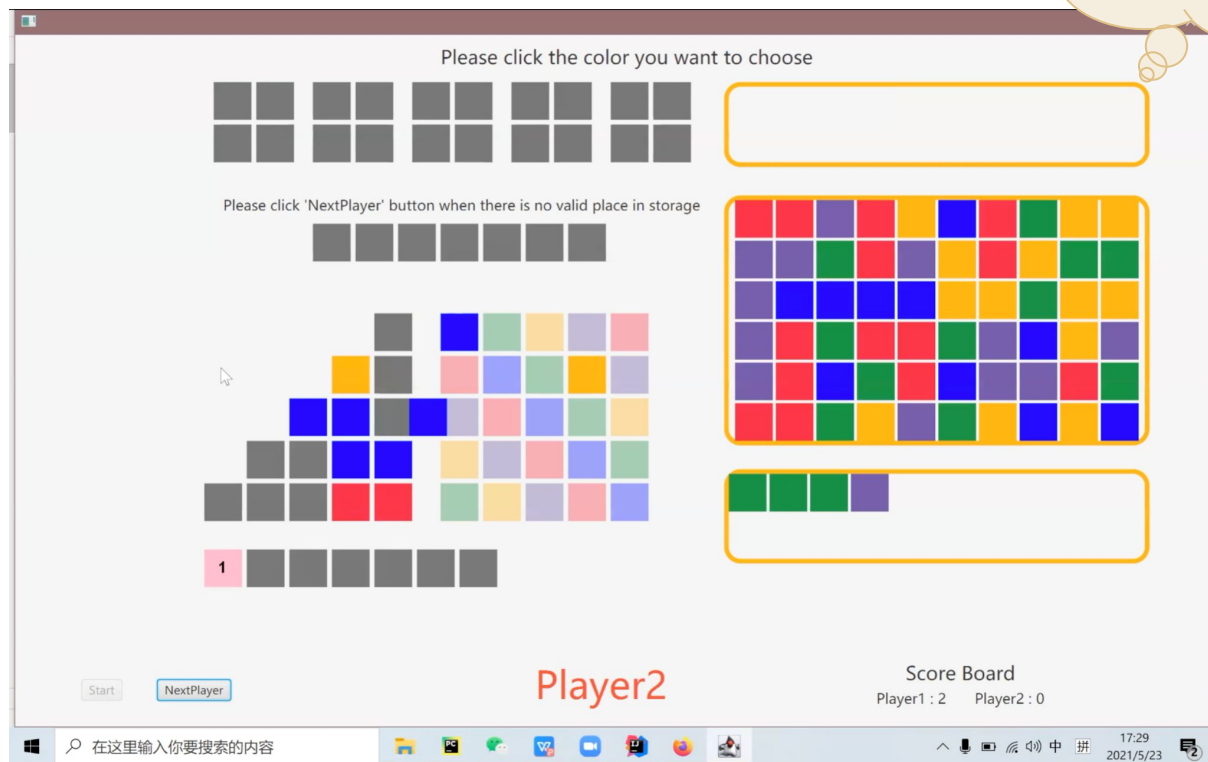


Drop to floor:
Click "*Next Player*"
Button

02 Start Azul - Tiling

Interesting Point

Automatically tiling
(Except empty
mosaic mode)



THANK YOU



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