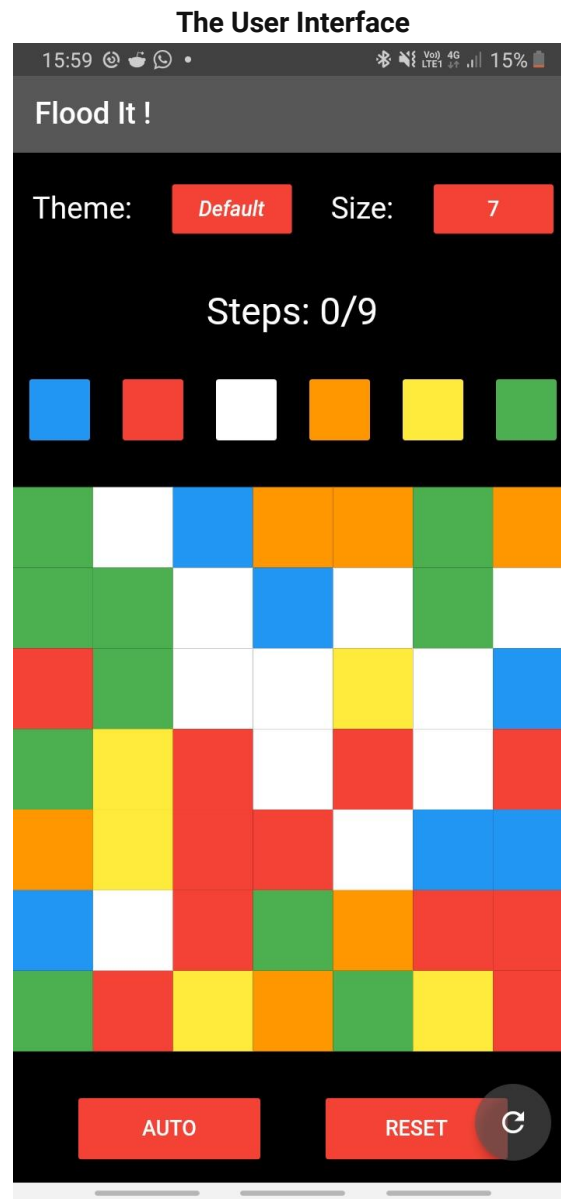


Screenshots



Theme: By Clicking on this button the theme of the grid can be changed without affecting the game.

Size: By clicking on this button the size of the grid can be changed, this will generate a new game.

Steps: This shows the number of steps that have been taken and the number after the "/" is the number that the Greedy Algorithm takes to solve the same grid.

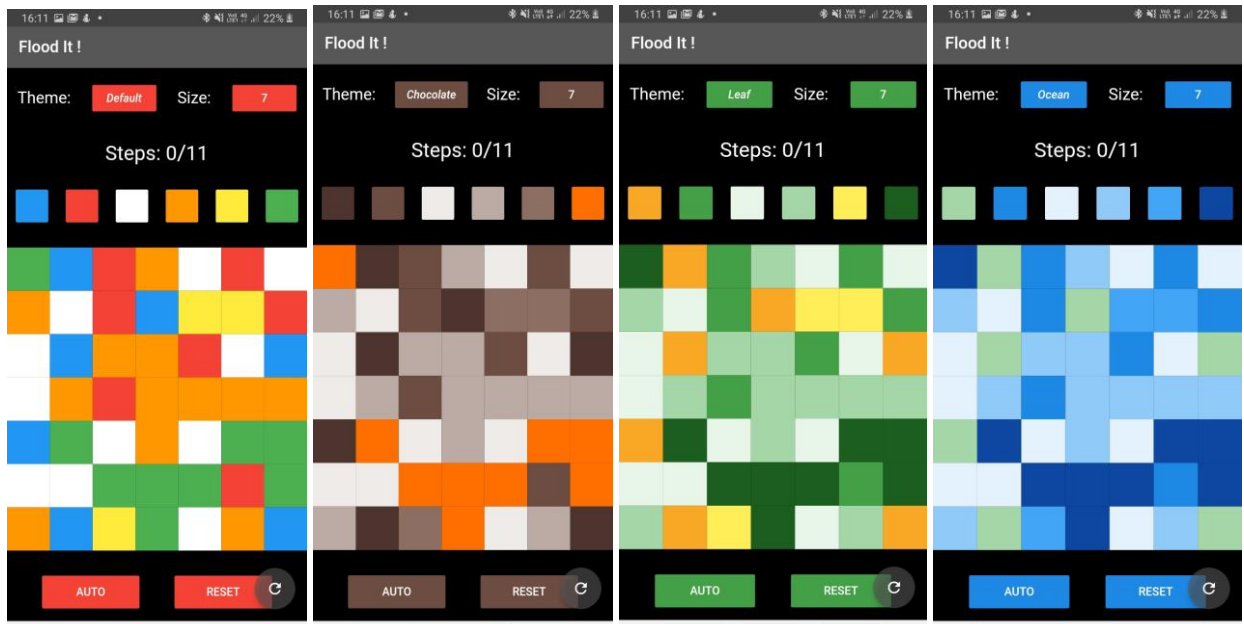
The six buttons: This user controls the next move by clicking on these buttons.

The Grid: This grid is re-rendered each time any change is made.

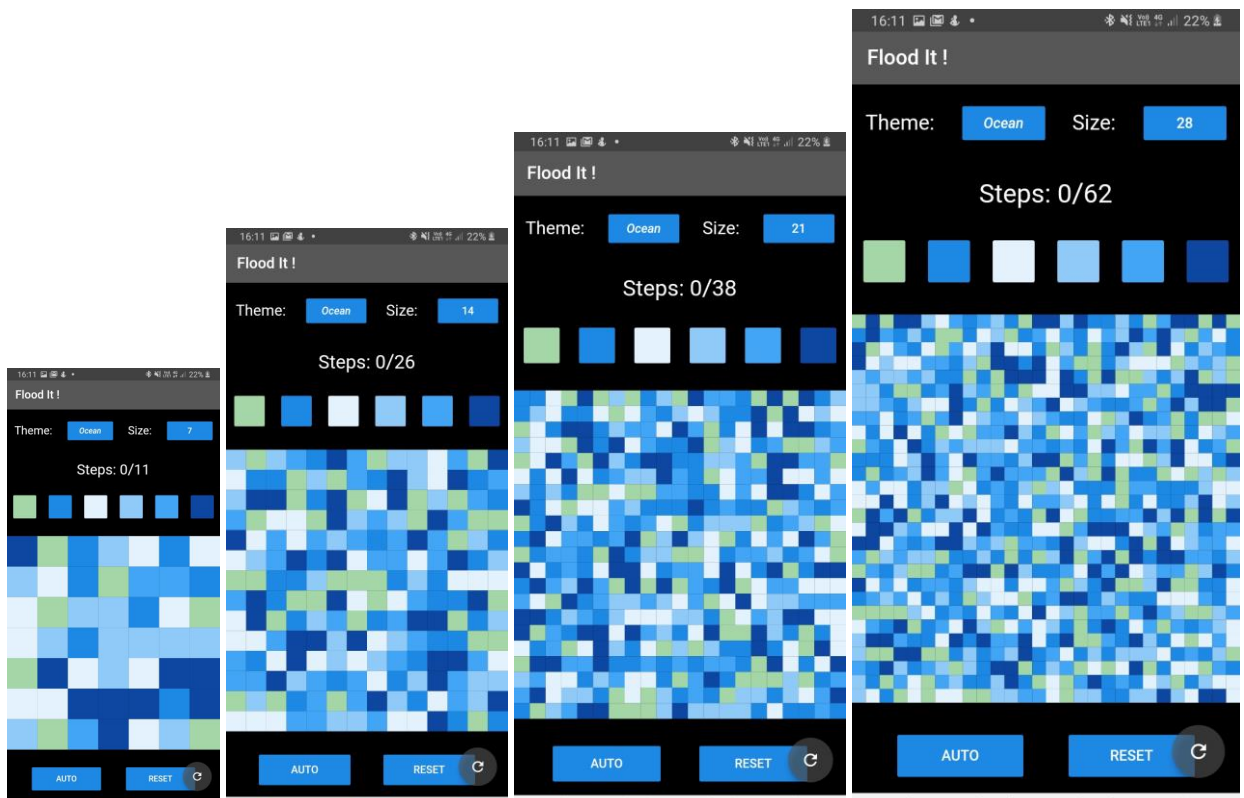
Auto: This button can be used to start and solve the auto solve mode, this uses the Greedy algorithm to continue solving from the present state.

Reset: This is used to Reset the game to the same grid and reset the step counter to zero.

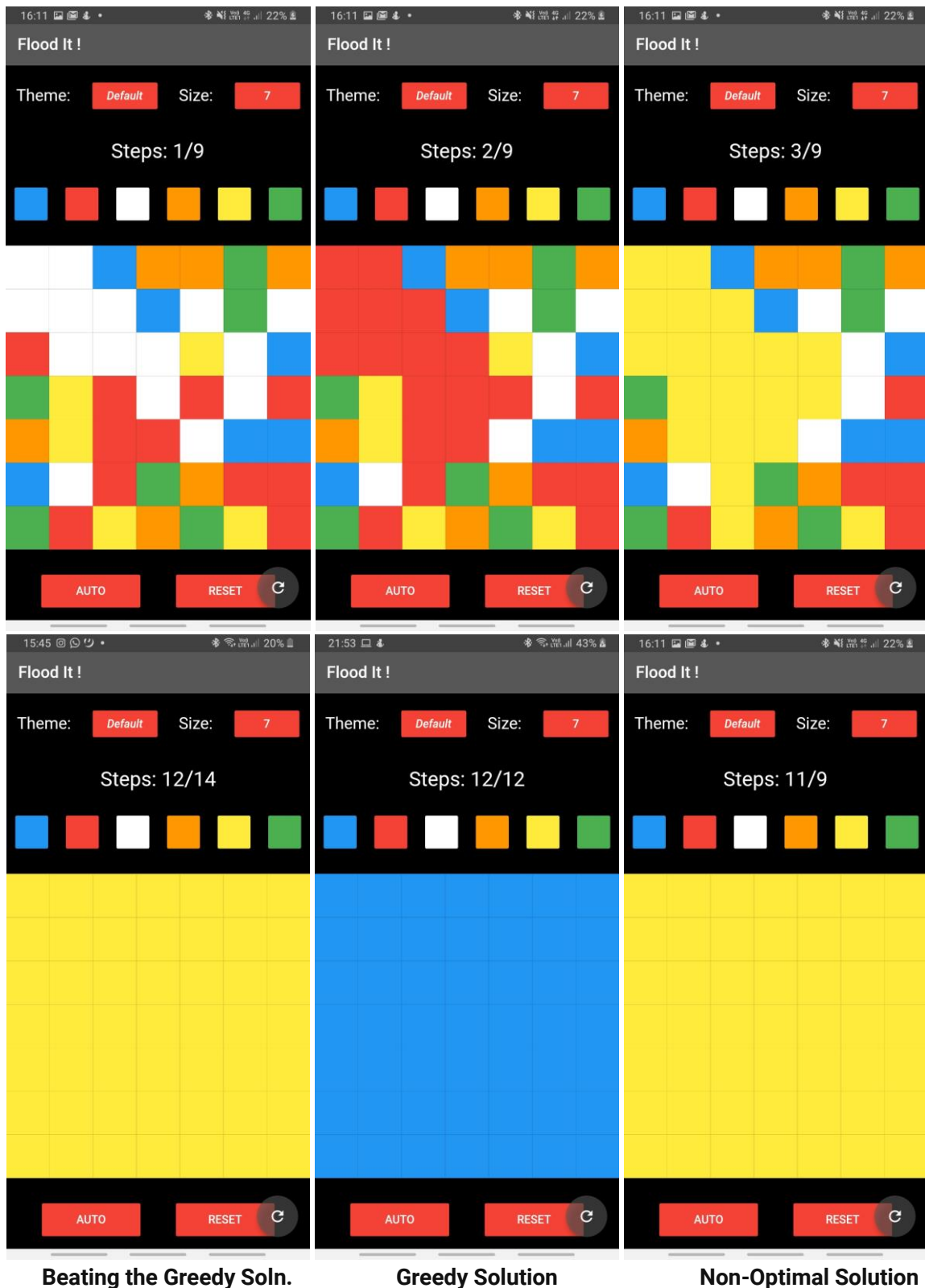
Re-generate: This generates a new random grid.



Different themes



The different sizes (7,14,21,28)



Game Screens