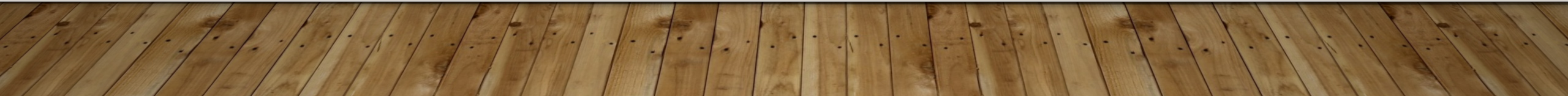


SOFTWARE ENGINEERING INDIVIDUAL PROJECT

Tiles

Week 4 Presentation

- SAURABH PATHAK



DESCRIPTION

- The game will present a 2X2 matrix of tiles.
- Each tile will have a unique number or a pattern hidden behind it.
- Each unique number/pattern exists twice in the matrix.
- Once the player taps a tile, it flips and shows the pattern behind it.
- The player has to match (by tapping consecutively) two tiles with same number/pattern hidden behind them.
- If you match two tiles with different pattern, both the tiles will rotate and hide the pattern behind them.

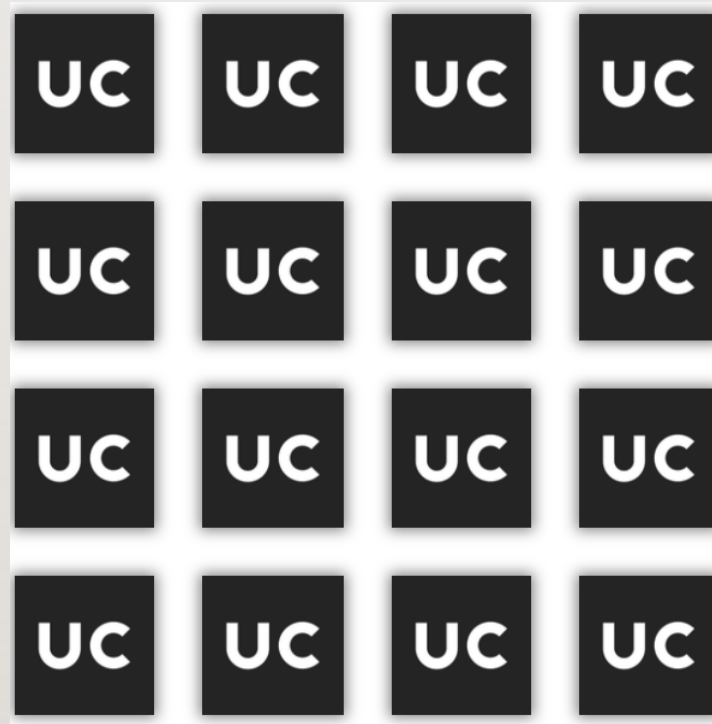
CORE ELEMENTS

- 2D matrix of tiles
- Timer as per level
- Option whether pattern exits twice or thrice
- Patterns which will get complicated as per level
- Retaining last state of the game

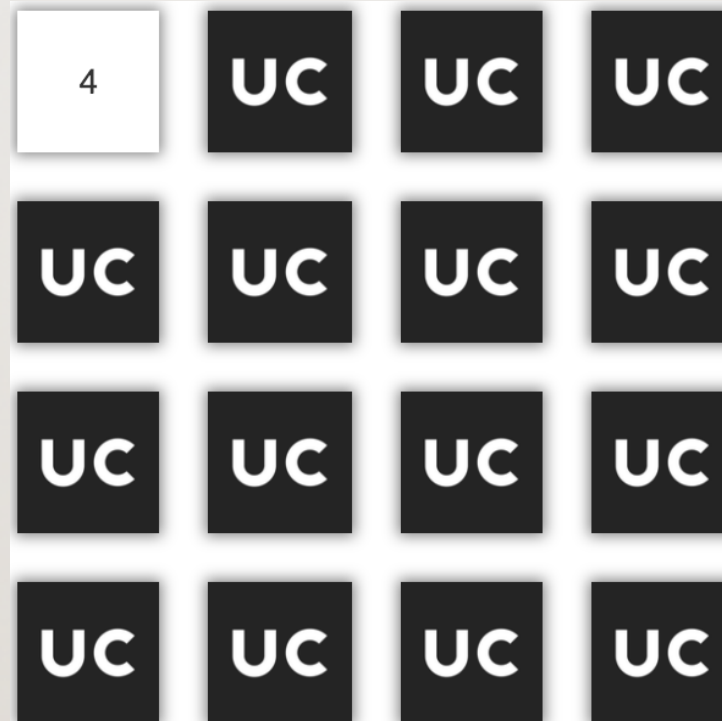
ADDITIONAL ELEMENTS

- 3D view of tiles
- Multiplayer feature
- Fingerprint authentication

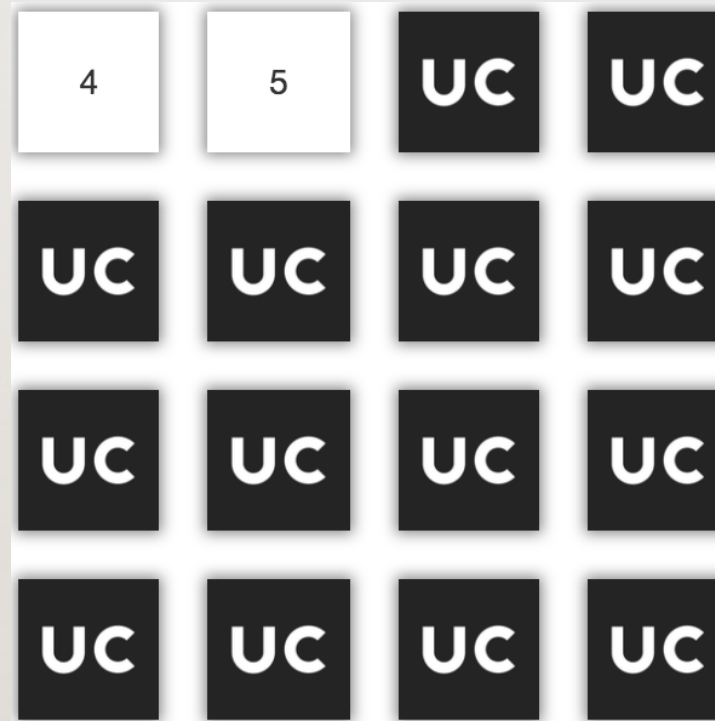
APPEARANCE AND INTERACTION



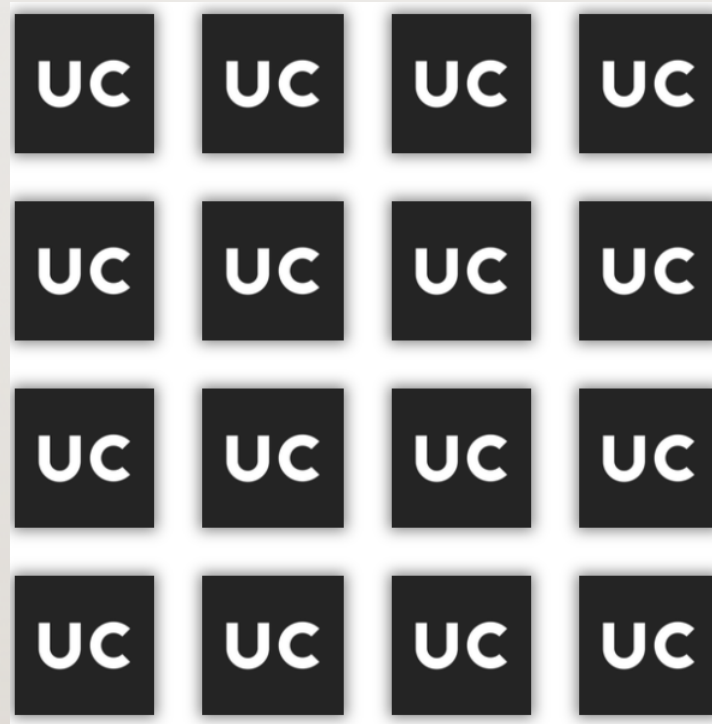
APPEARANCE AND INTERACTION



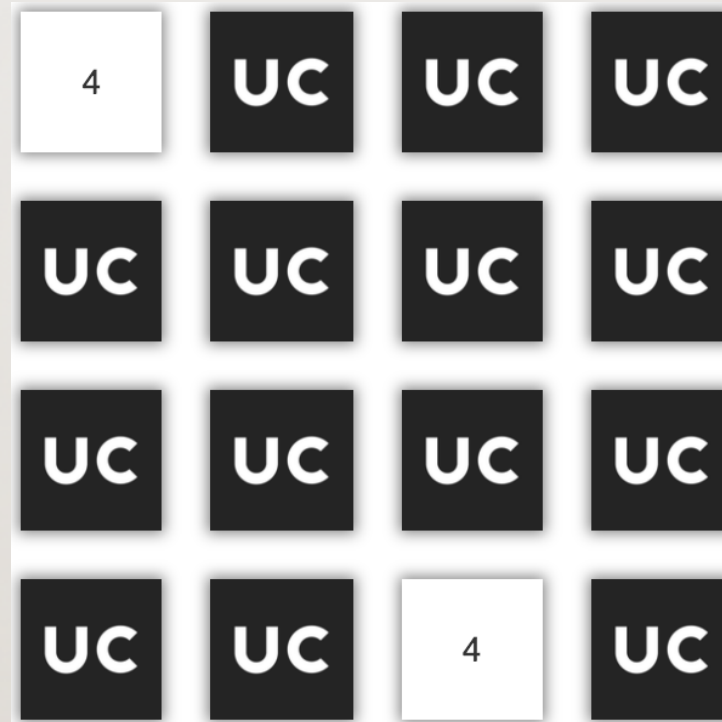
APPEARANCE AND INTERACTION



APPEARANCE AND INTERACTION



APPEARANCE AND INTERACTION



APPEARANCE AND INTERACTION

4	2	6	7
1	5	3	8
5	8	3	2
7	1	4	6

THANK YOU!

