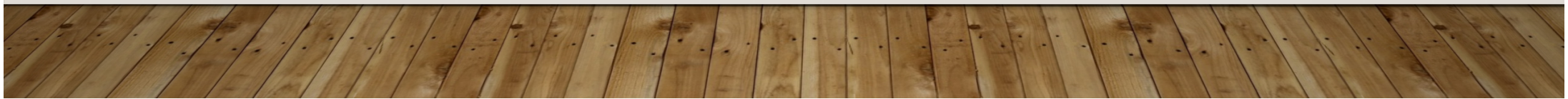


# SOFTWARE ENGINEERING INDIVIDUAL PROJECT

## Tiles

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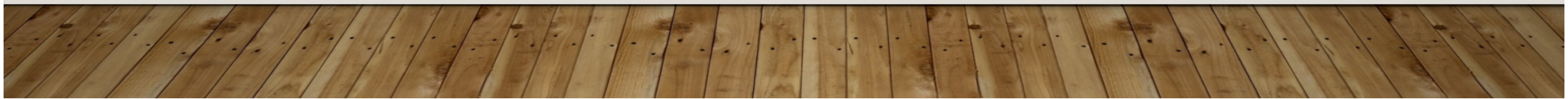
- SAURABH PATHAK



# DESCRIPTION

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- 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

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- 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

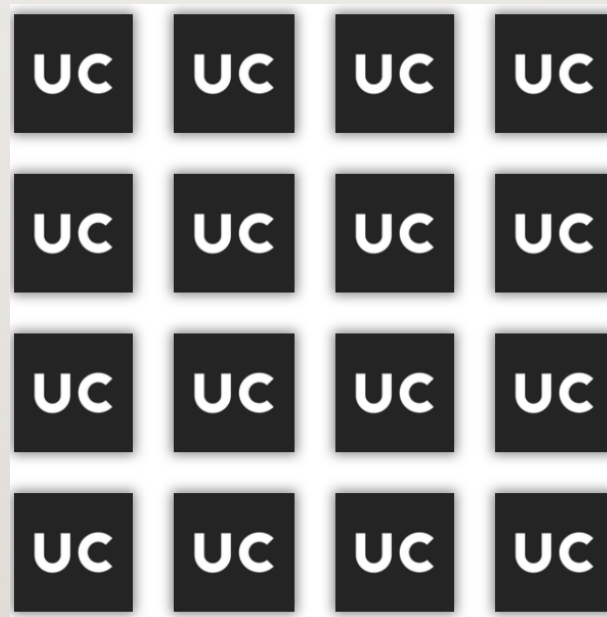
# ADDITIONAL ELEMENTS

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

# APPEARANCE AND INTERACTION

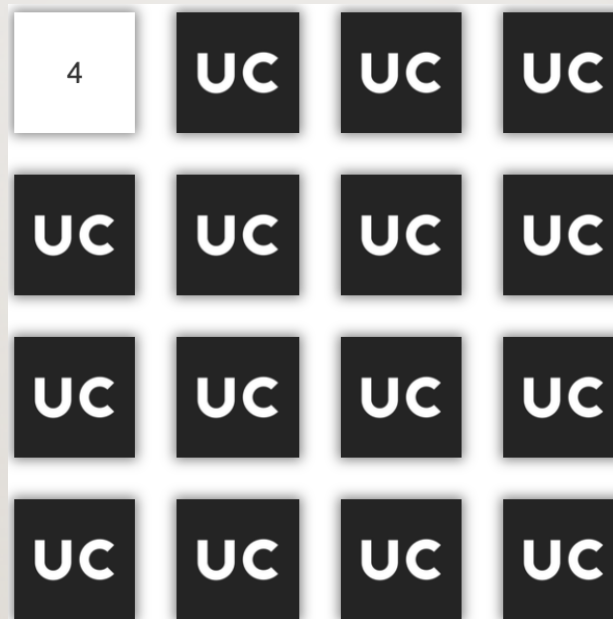
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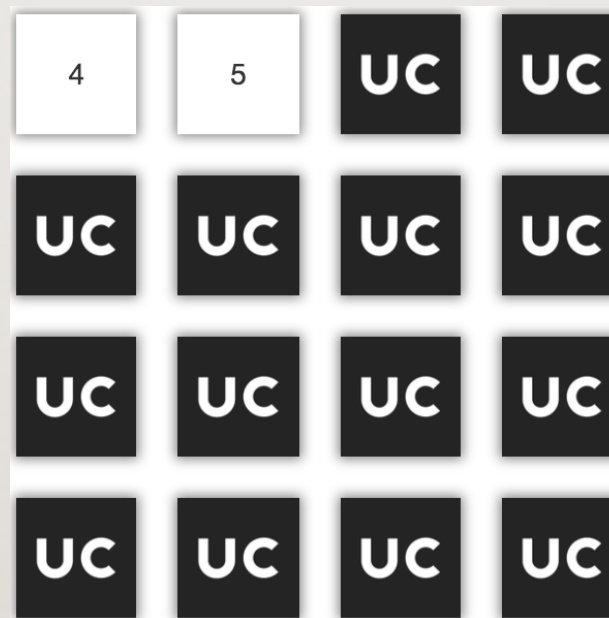
# APPEARANCE AND INTERACTION

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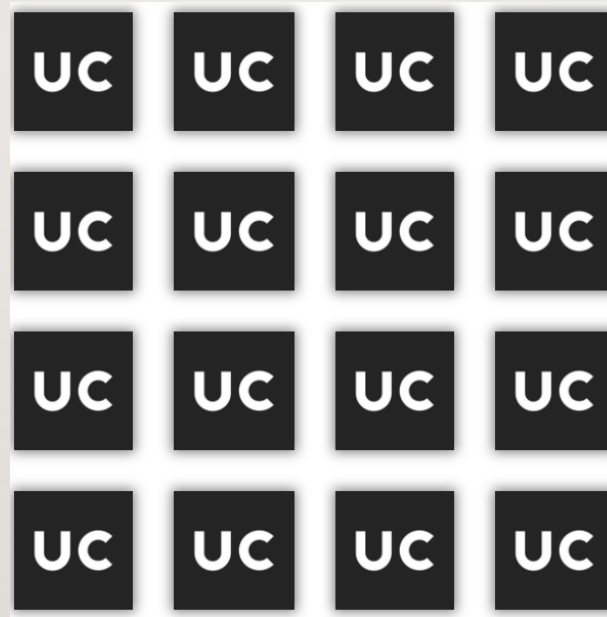
# APPEARANCE AND INTERACTION

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# APPEARANCE AND INTERACTION

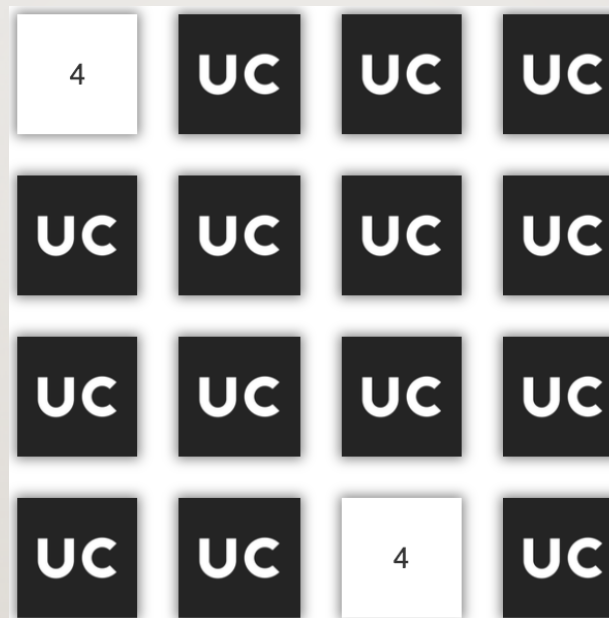
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# APPEARANCE AND INTERACTION

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# APPEARANCE AND INTERACTION

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