

Crossword Puzzle Application

User Manual

MSC-CA Sem –III

Abhishek Iyer (13030142026)

Swanand Joshi (13030142073)

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Contents

Installing the application.....	3
Starting the application	3
Home Screen	3
Clue List.....	9
Check List	10
Reveal.....	12
Show Hints	14
Save Game	16
Load Game	18
Crossword Statistics	19
Puzzles Screen.....	21
Number Puzzle Screen	22
Word Puzzle Screen	24

Installing the application

The application can be downloaded from the Google playstore. In case it is to be installed from a computer, the '.apk' file can be copied to the phone memory.

Starting the application

Tap on the application icon to begin working with it.

Home Screen

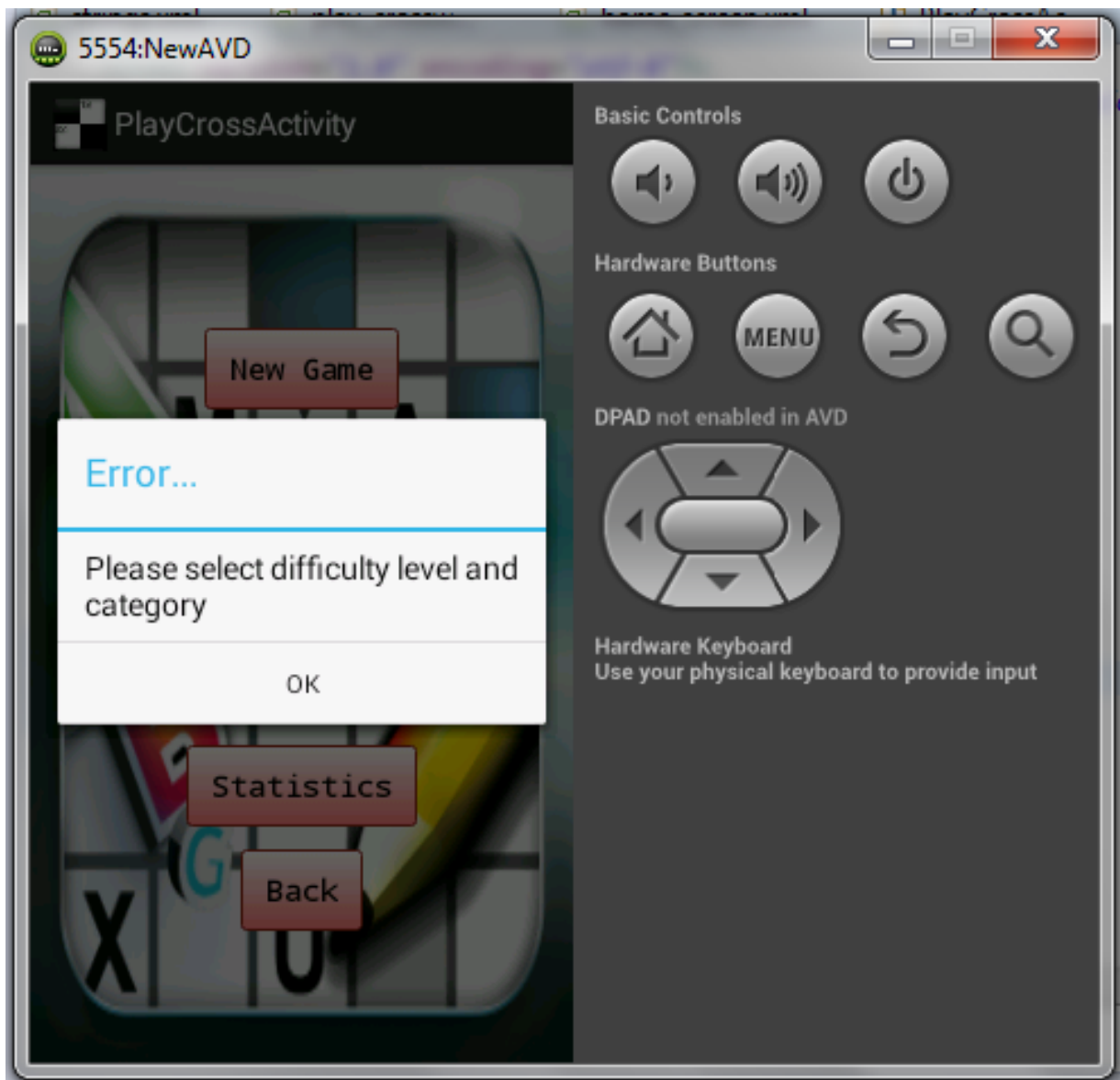
The Home screen is the main screen of the application. Using the Home Screen, the user can select the type of puzzle he wants to play, i.e. Crossword and Puzzles. The user can also select the Settings menu to change the game settings.



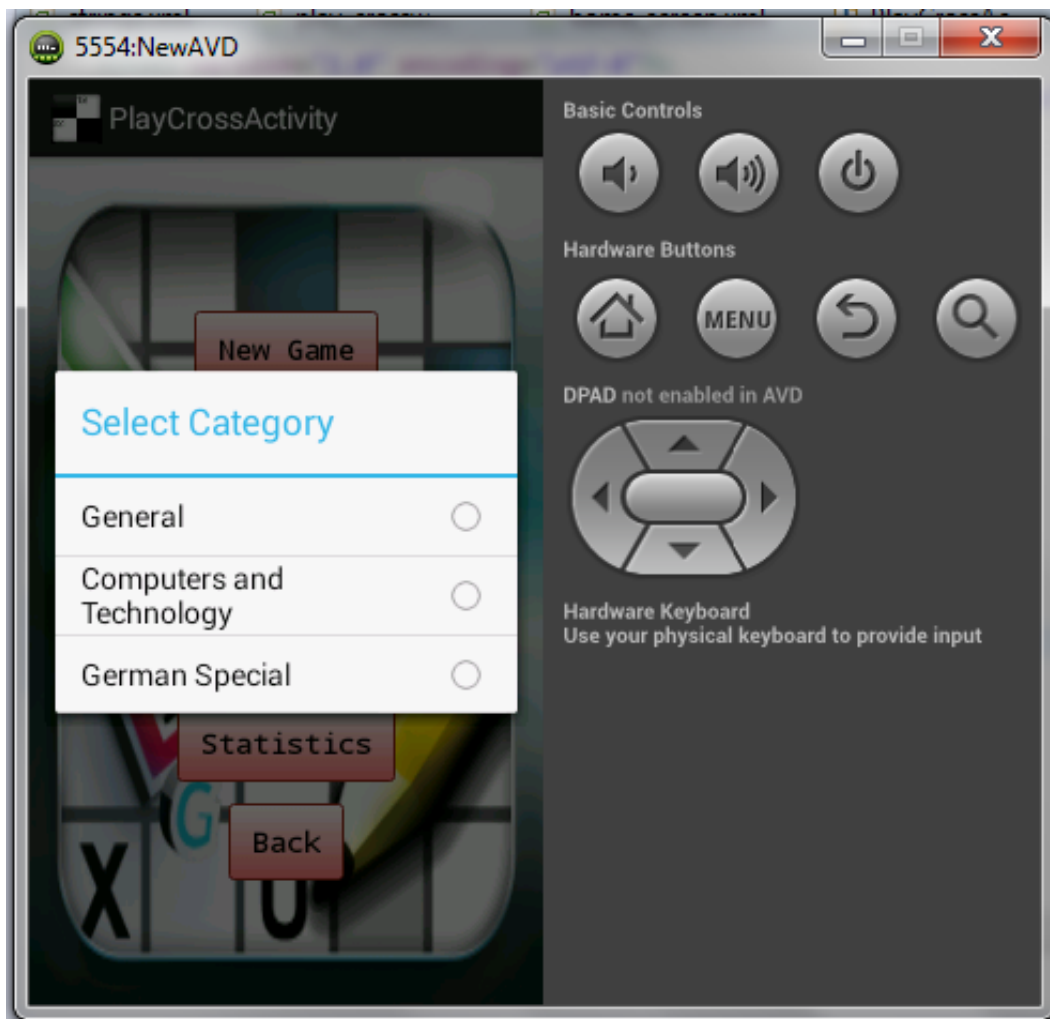
When the user clicks on the Play Crossword button, Crosswords screen will be displayed along with the menus.



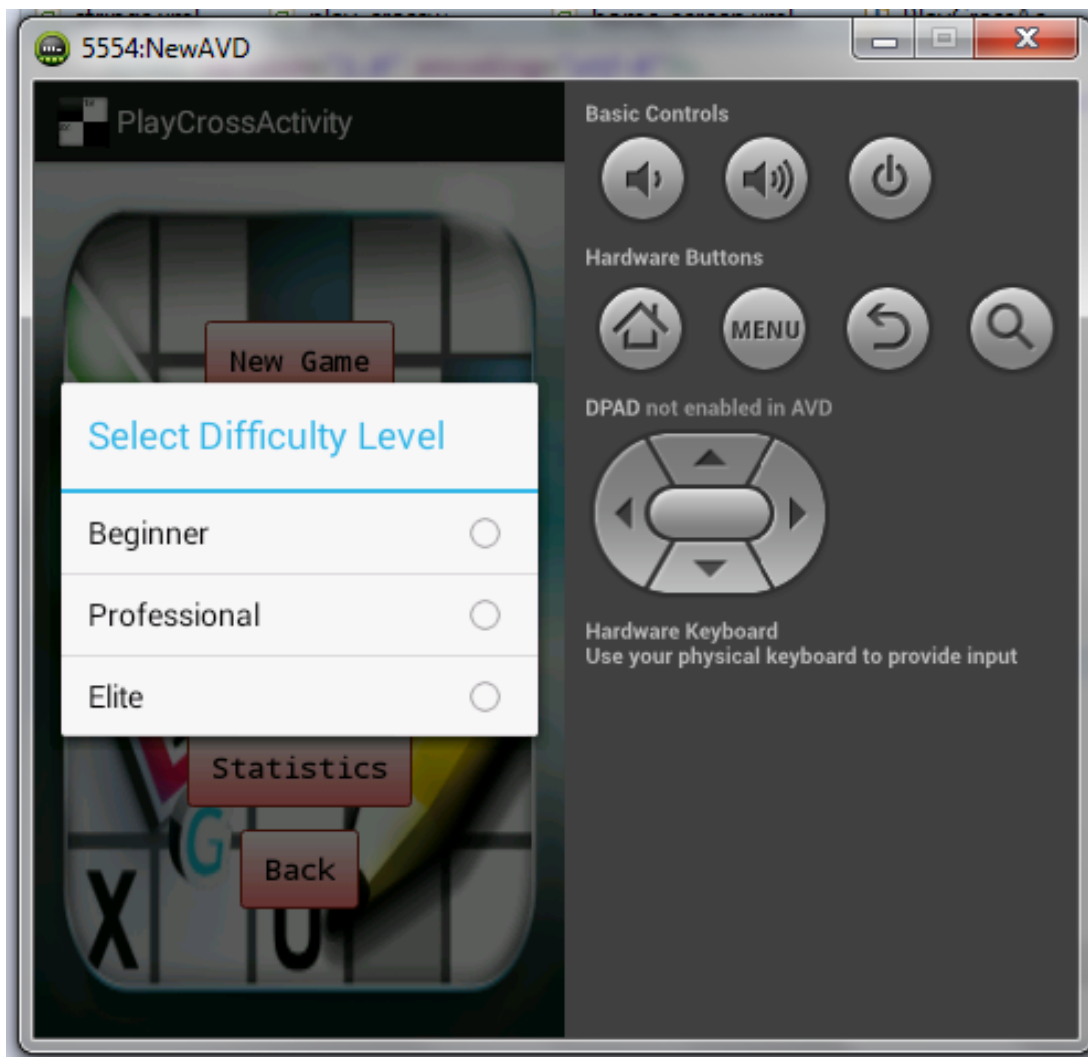
If the Difficulty level and Category is not selected, the following alert message is displayed:



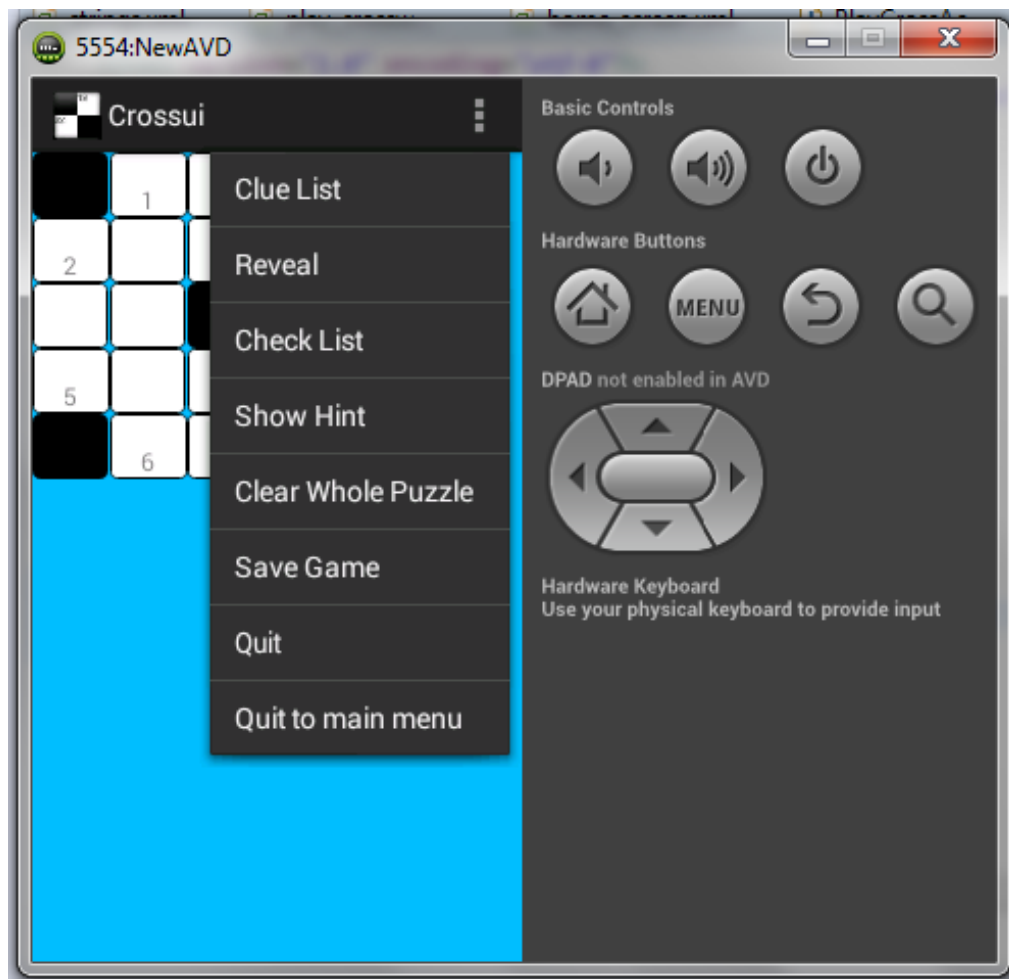
Hence, the user should select the Category such as below:



Select the Difficulty level such as below:



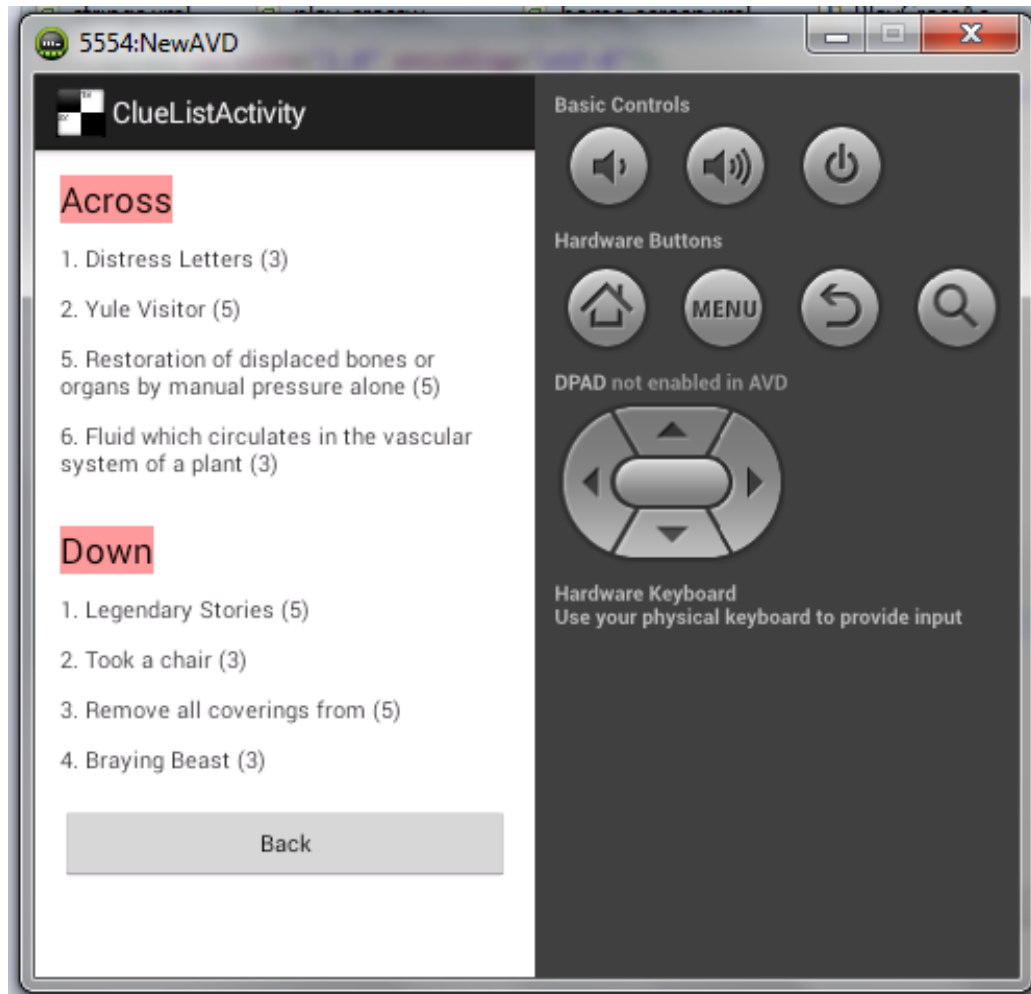
After selecting the Category and Difficulty level, the user will be navigated to the Crossword UI



The drop down menu consists of several options such as Clue List, Reveal, Check List, Show Hint, Save Game, etc.

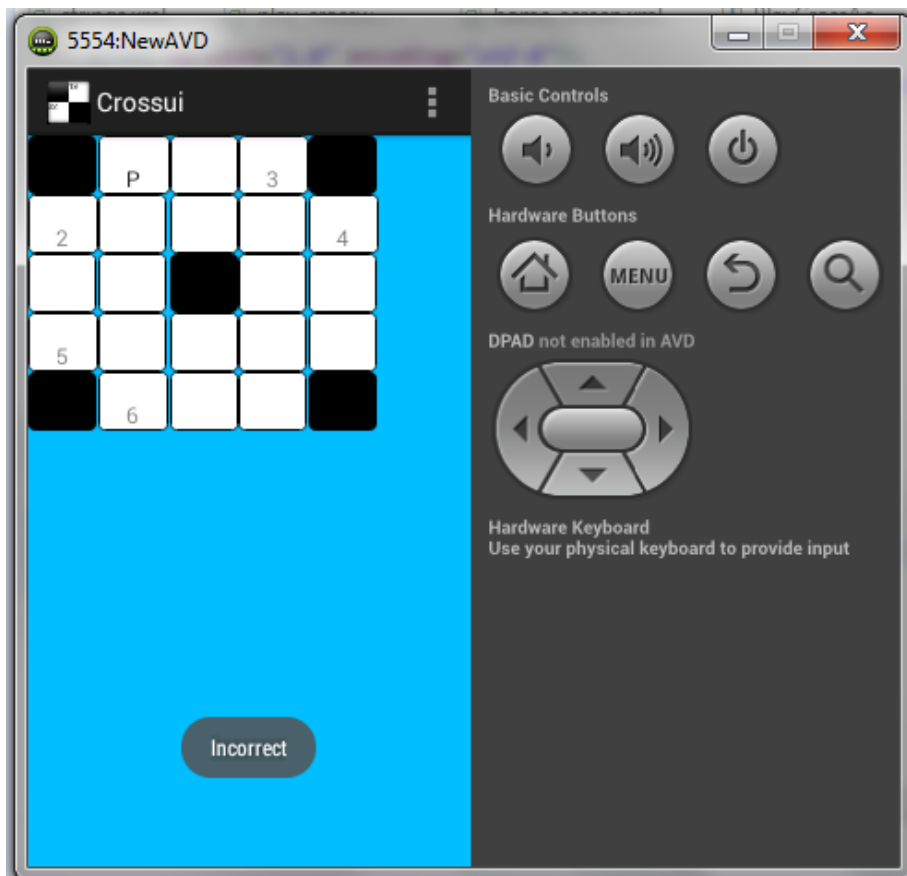
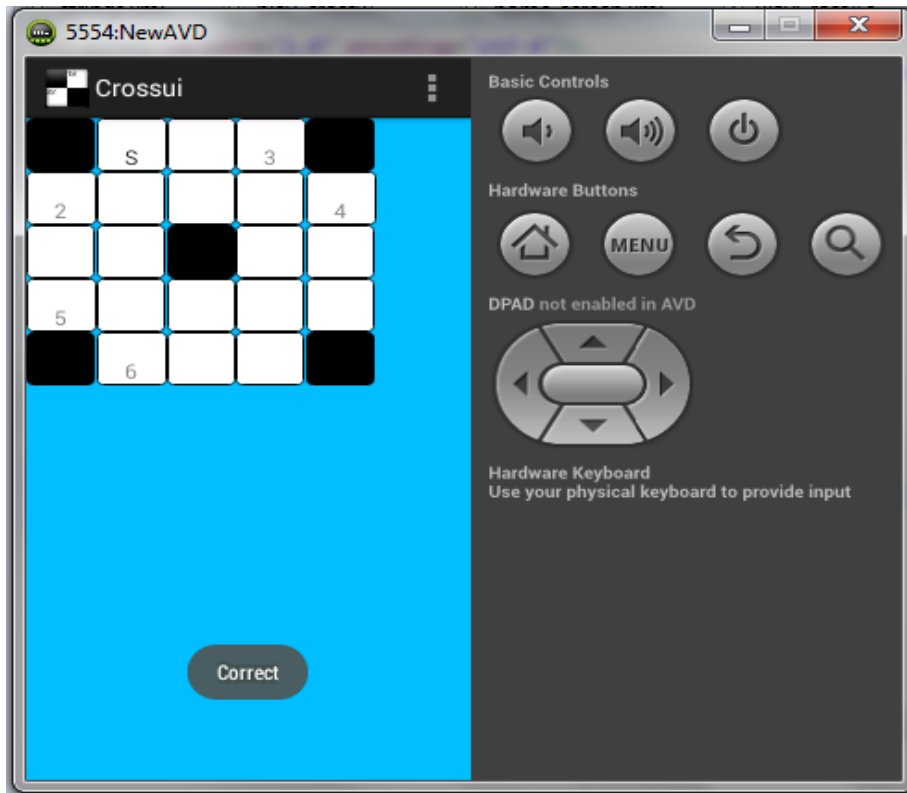
Clue List

Once on the Crossword UI, the user can see the clue list by clicking on the Clue List option.

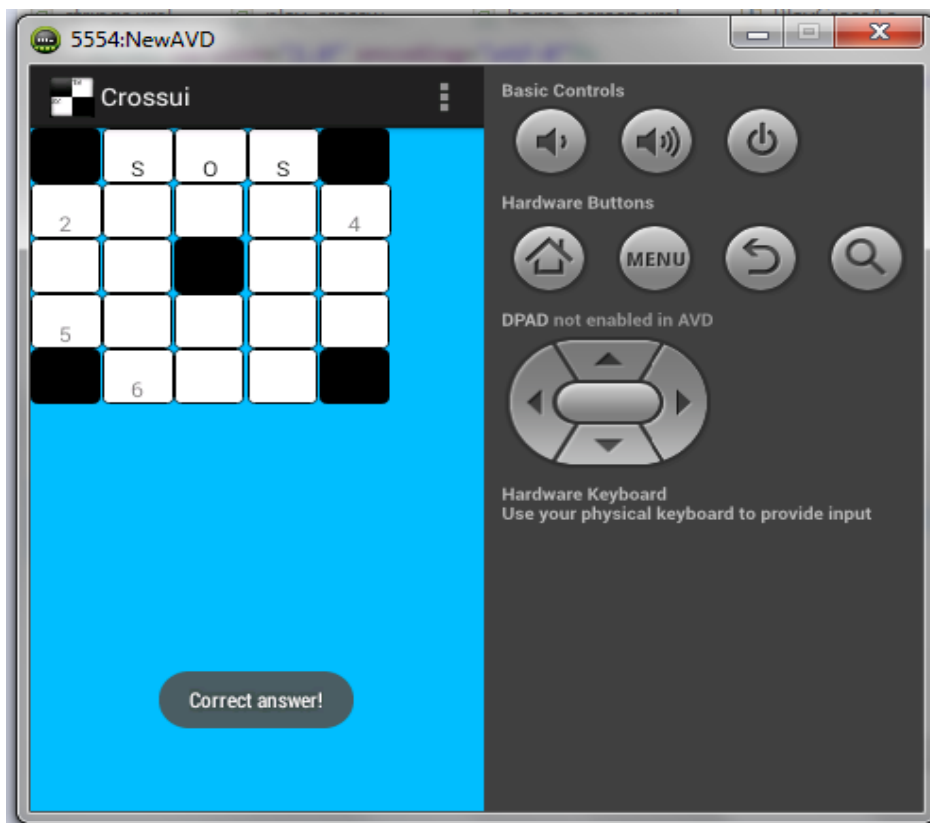


Check List

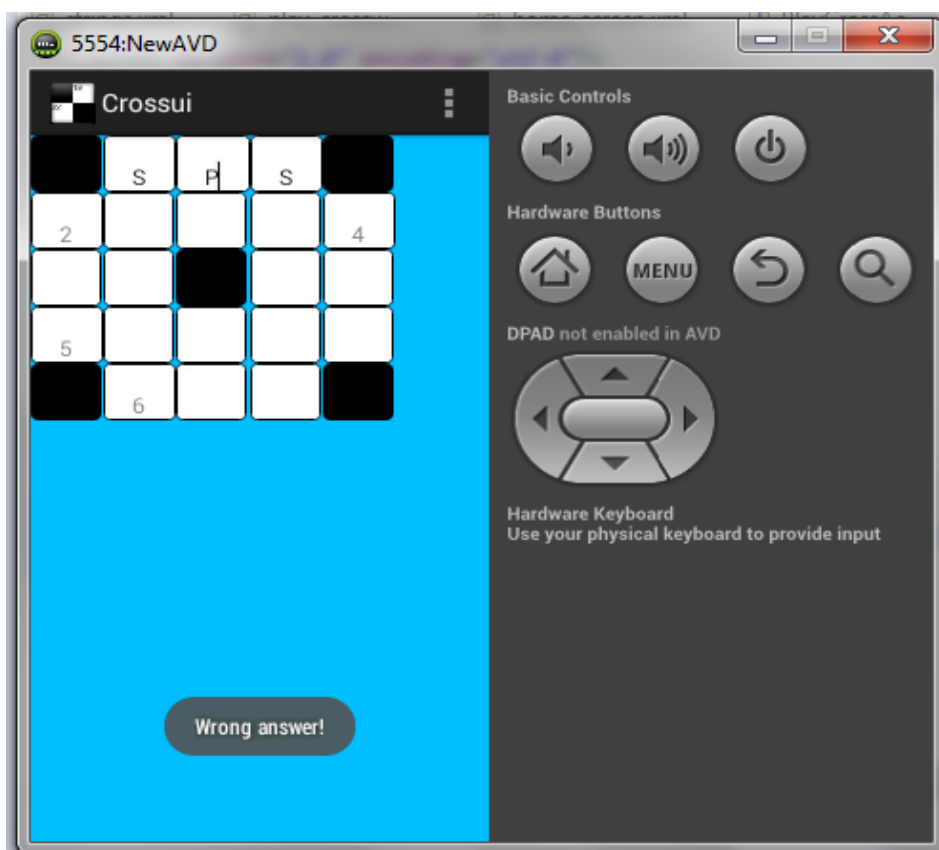
Once the user has entered a letter in the box, he can verify whether his input is correct or wrong.



Similarly, the user can verify a whole word.

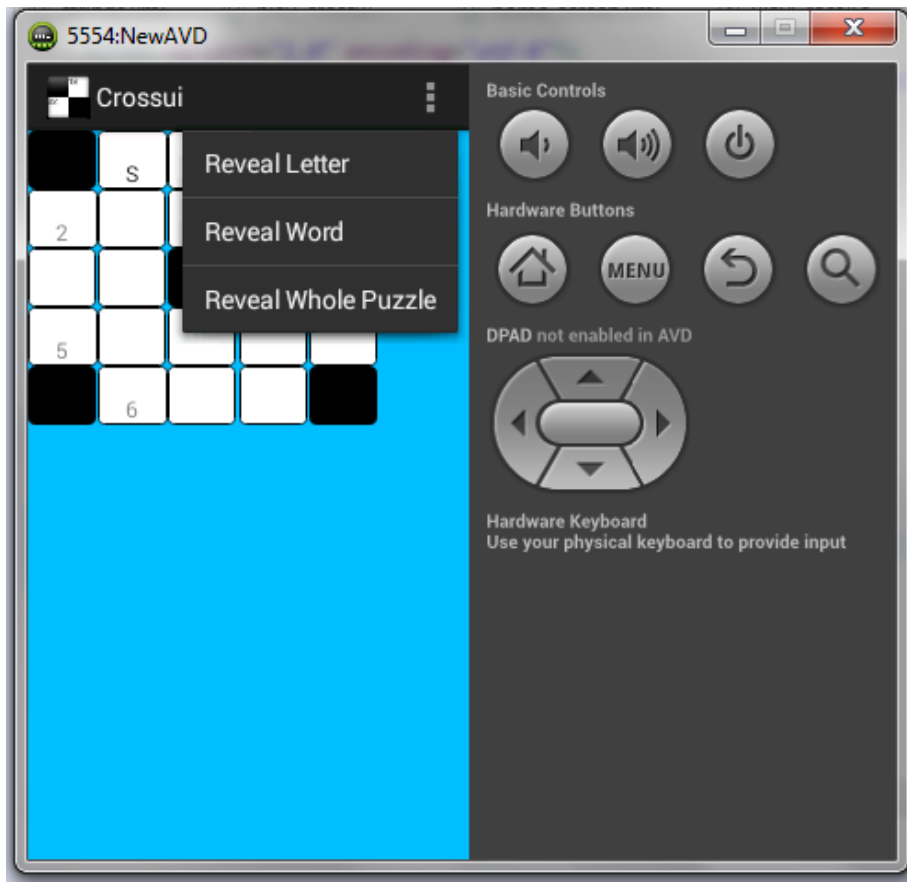


If the answer is wrong, a message will be displayed and the corresponding boxes would blink.



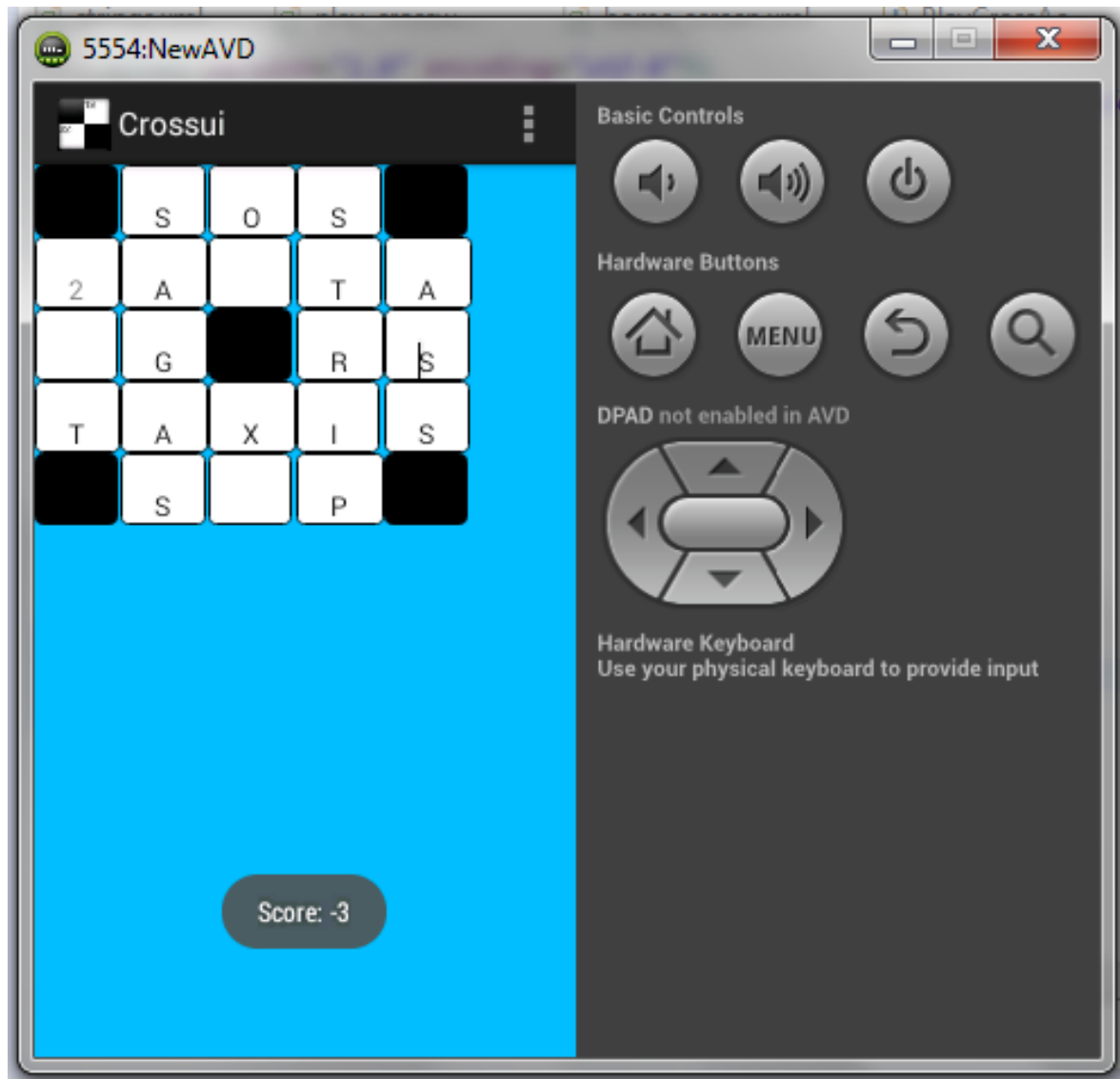
Reveal

You can reveal either a single letter or a single word at a time or you may choose to reveal the entire puzzle.



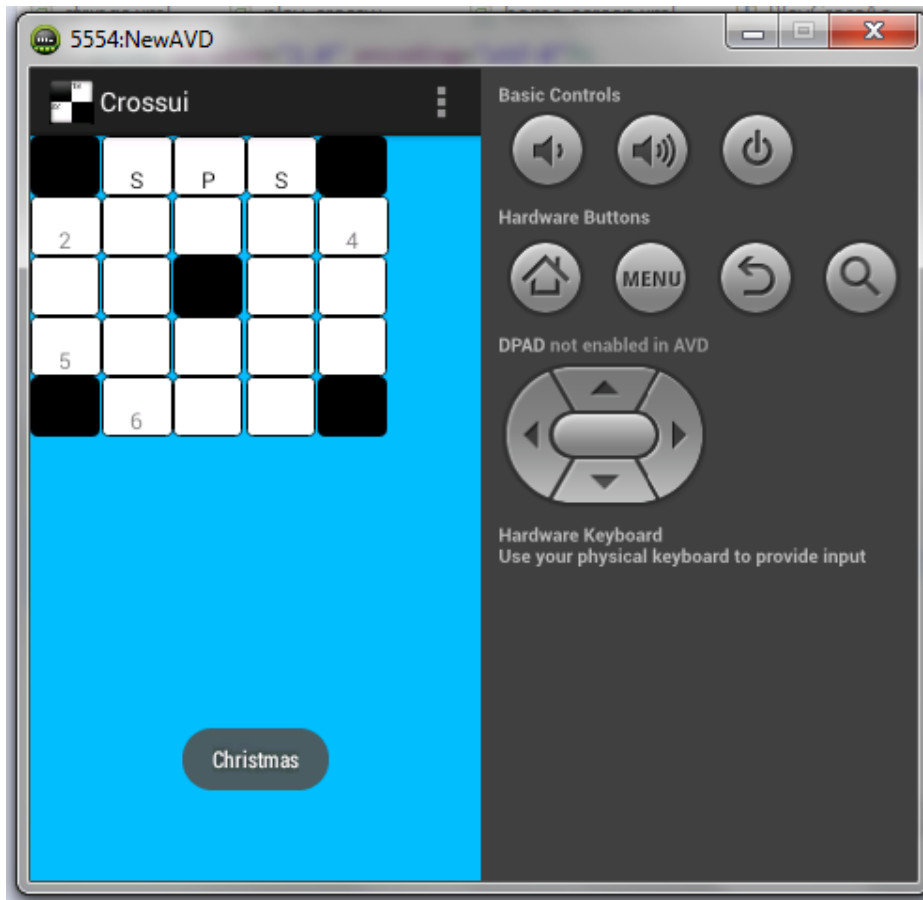
For revealing a single letter, you lose 1 point, for a single word, you lose 5 points and if you choose to reveal the entire puzzle, your points will become 0.

After every reveal option used, the points would be displayed

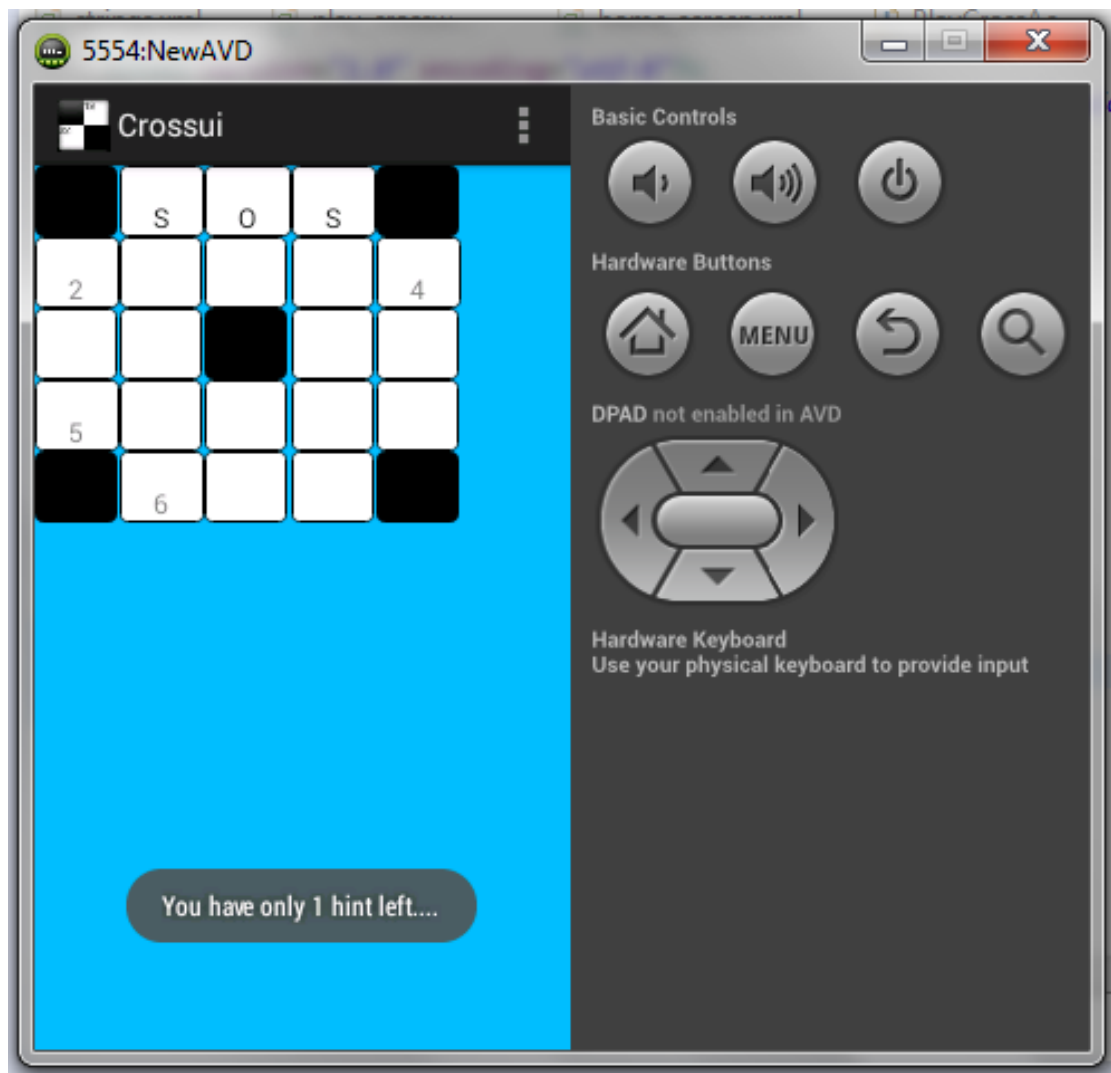


Show Hints

This option provides some additional hints, so that the user can recognize the word

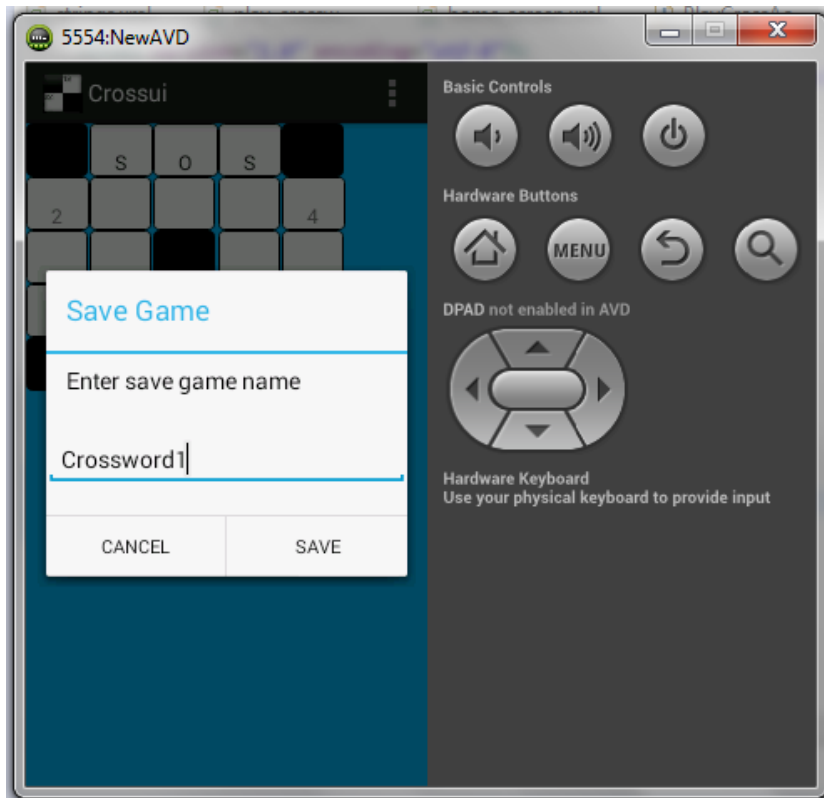


Based on the difficulty level, the number of hints is decided for each crossword. For every hint used, you lose a point. After every hint taken, a count would be shown which displays the number of hints available.

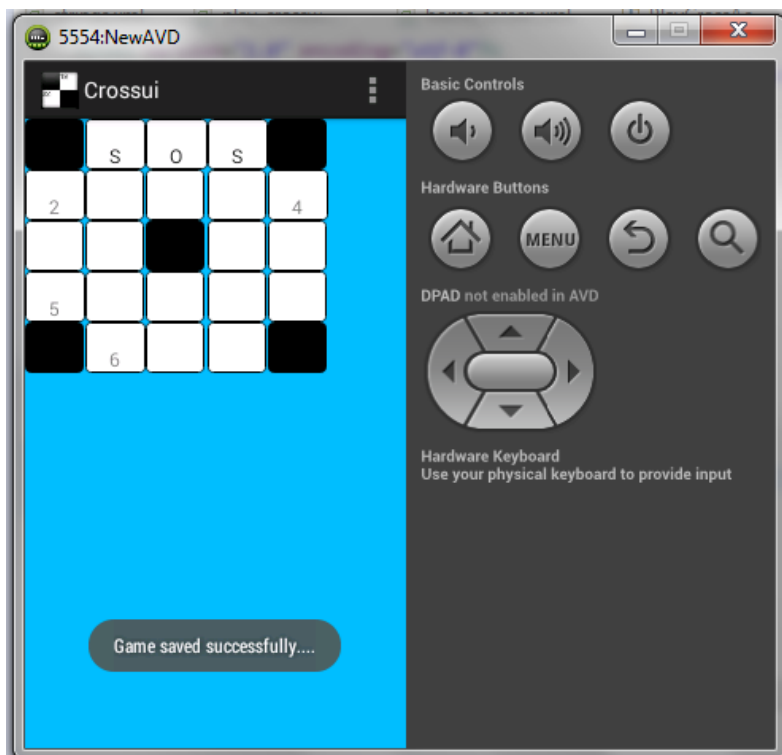


Save Game

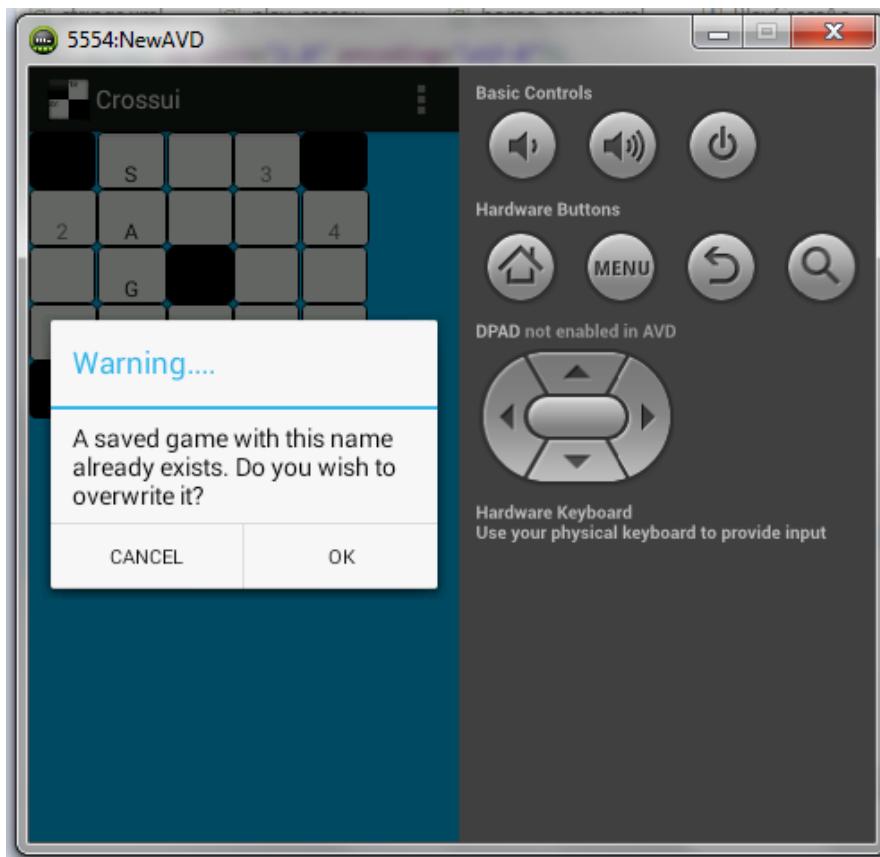
The user can save the current game such as below



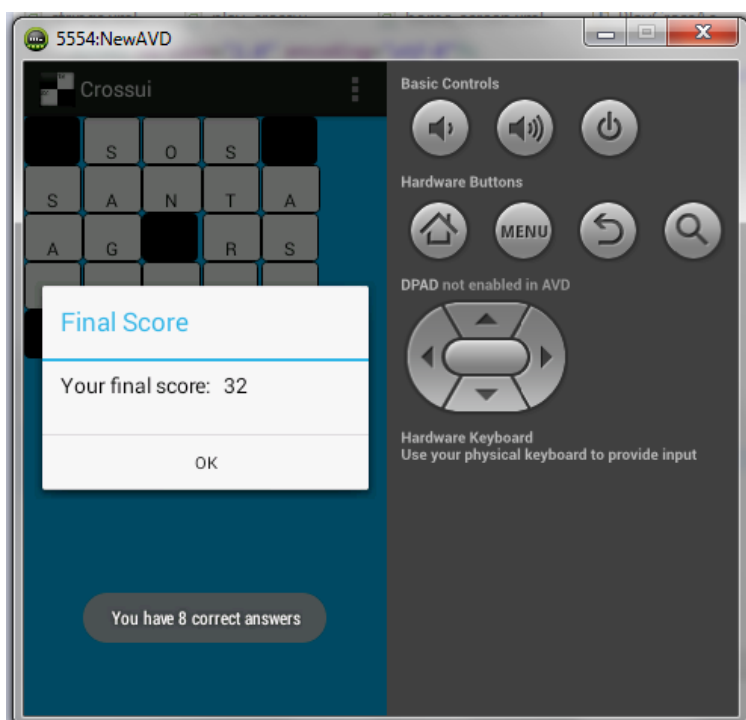
Once successful, he will be notified so.



If a saved game with the name already exists, then the app will give a warning stating the same and ask the user whether he/she wishes to overwrite previously saved game.

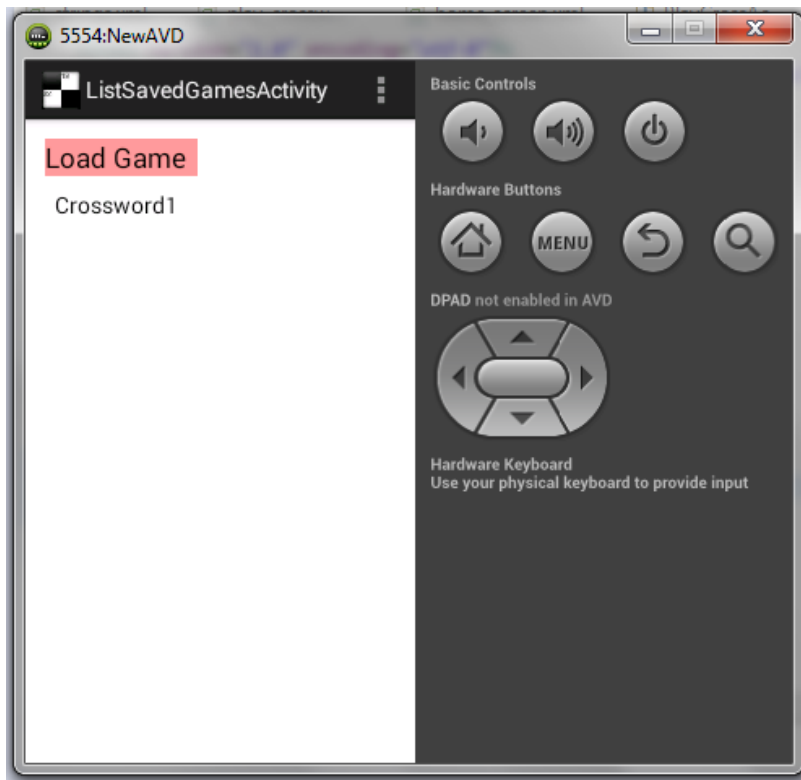


Upon successful completion of the Crossword puzzle, user's score will be displayed.

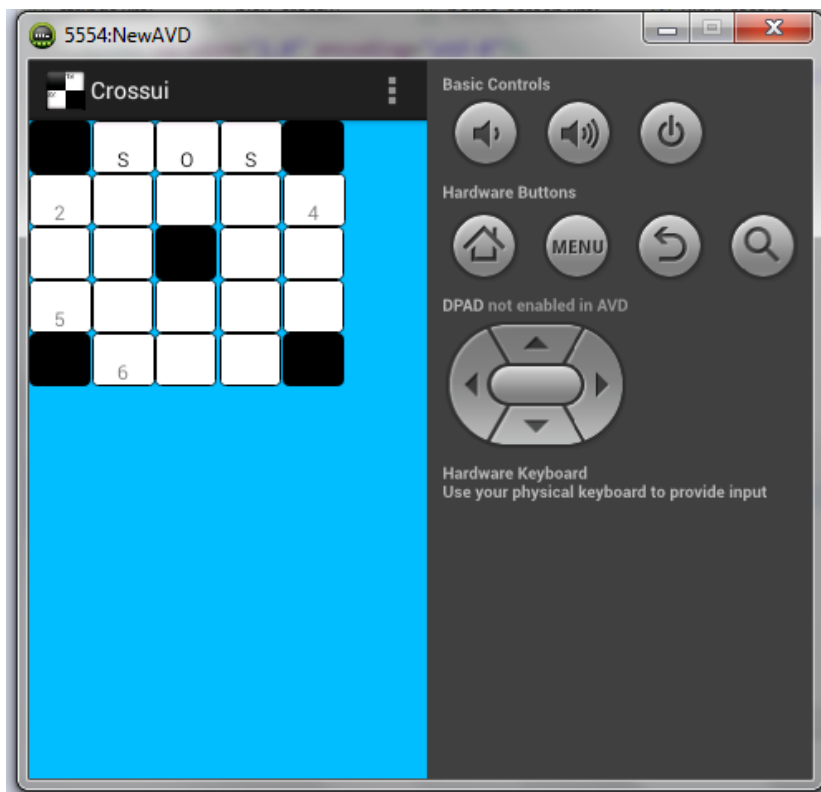


Load Game

To load a previously saved game, the user will have to select the game from among the list of saved games.

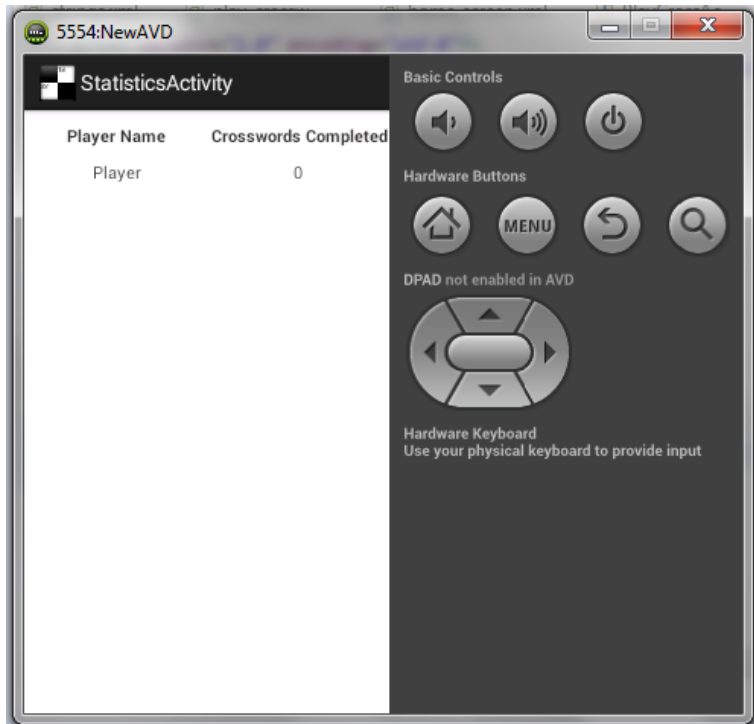


After selecting the game, corresponding game will be loaded as below



Crossword Statistics

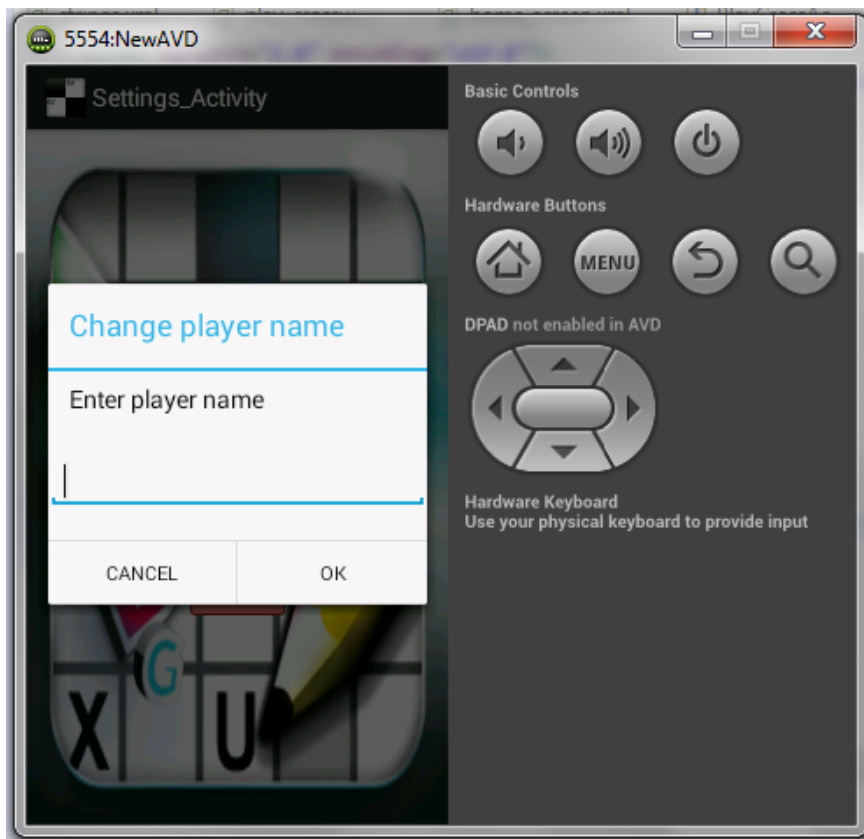
The Statistics show the name of player and number of puzzles solved by that user.



The player name can be changed from the settings option



After clicking on 'Change Player Name' option – you will be prompted by the app to enter the user name which you want as your display name.



Once you enter player name and click Ok button, you will get a confirmation message else it will return 'Failed'.



Puzzles Screen

The Puzzle Screen displays the list of other puzzles such as Number Puzzle, Word Puzzle etc.

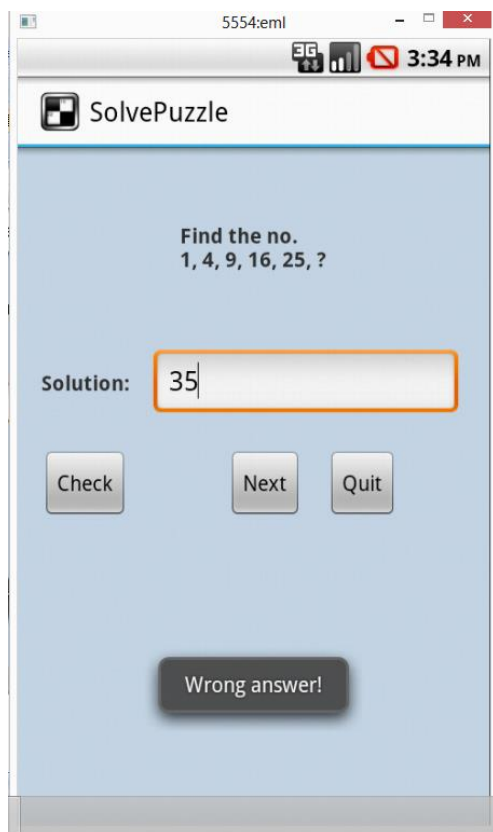
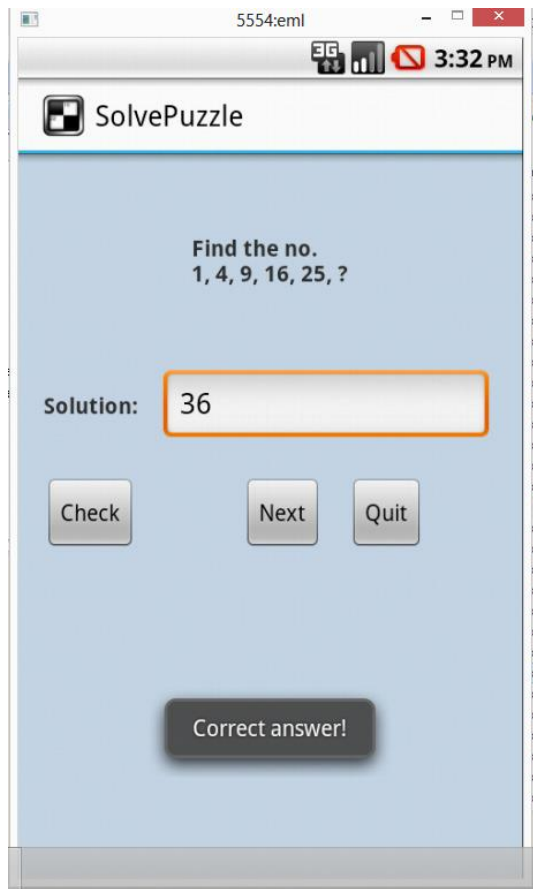


Number Puzzle Screen

Once on the Number Puzzle screen, the user needs to click on 'Start' button to begin the Number Puzzle.



Once the puzzle is started, the user will be provided with different numerical challenges. Based upon correctness of the user input, appropriate message will be displayed.



Word Puzzle Screen

In Word Puzzle, a word in jumbled order will be given to the user. The user is required to re-arrange the word in correct sequence. Based upon correctness of user input, message will be displayed accordingly.

