IQ Steps

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The challenge

Our challenge was to implement a fully functioning game of IQ Steps.

As a team we worked well to develop a playable game.

We unsurprisingly faced difficult challenge along the way

First issue encountered

Our first challenge was to correctly implement task 5.

All tests passed but when we played around with the viewer, we realised some false positives were not taken into account.

These issues were later resolved

Difficulty of JavaFX

Working with JavaFX proved difficult in the beginning

Flipping with space was a pain, snapping pieces was tedious

Adi's shoes got wet for this *sad reacts*
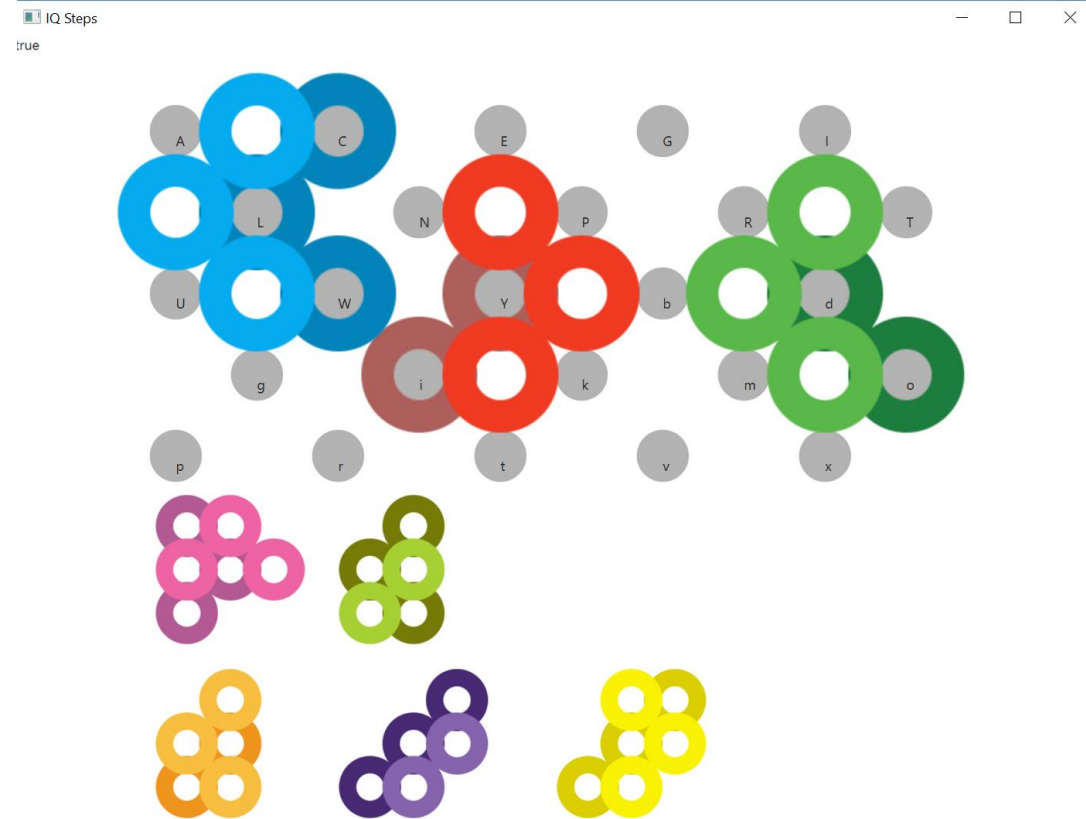
self.neck()

Task 9 optimisation.rip()

Our n-ary tree implementation of task 9 was functional yet unsurprisingly slow

To optimise it, it was obvious that after addition of a third child that we could have duplicates (thus normalisation was used)

Second step was to removed piece locations harboured after addition of each piece

Screenshots of game #1

Screenshots of game #2

Bibliography

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