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The Sorting Visualizer

User Guide



Stefan Pleava
PLEAVA PRODUCTIONS

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Introduction

DESCRIPTION:

The Sorting Visualizer is a program where the main objective is to allow the user to visualize various sorting algorithms on random data in order to better understand the algorithms and see how they work.

PROGRAMMER'S NAME:

The programmer who made this game is called Stefan Pleava.

COMPLETION:

This program was completed at on June 16, 2014.

Loading Instructions

Upon first starting the program you will be required to put in a password. The password required to unlock the game is “thesortingvisualizer2014”. Afterward inputting the password you will be sent to main menu. The next page in this user guide will tell you how to navigate the main menu.

Menu Items

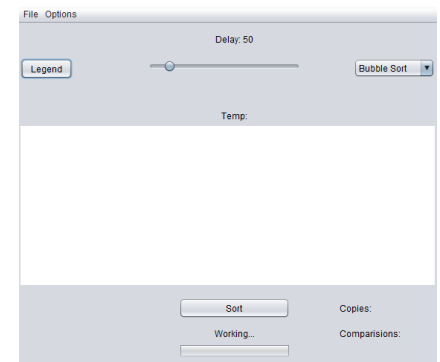
Sort:

In order to start sorting you just have to click on the start button. This will close the main menu and bring you to the sorting window.



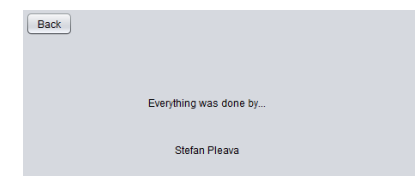
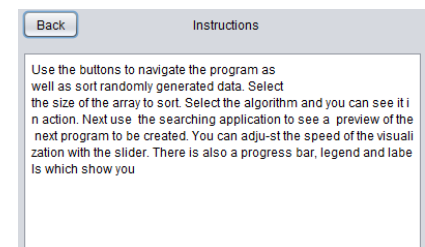
Instructions:

In order to view the in-game help, you must press on the instructions button. To go back just press the back button.



Credits:

In order to view the in-game credits, you must press on the credits button. To go back just press the back button.



Search:

In order to view the in-game mini, you must press on the search button. Close when finished.

Terms

Delay:

The delay between each step of the sort.

Amount:

This is the amount of items that need to be sorted.

Combo Box:

Select the sorting algorithm with this drop down menu.

Copies:

The amount of times data was copied in the array during that algorithm.

Comparisons:

This is the amount of times data was compared to see which is greater or lesser.

Temp:

This is the temporary variable that is being used to store data in the algorithms.

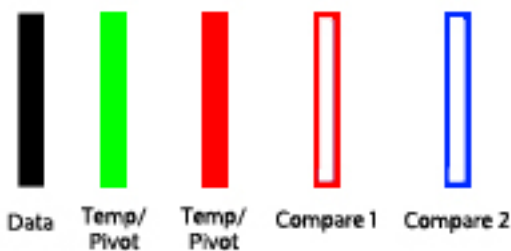
Legend:

This opens another window which displays the meaning of all the graphics.

How to Play

You move around using the arrow keys and try to go over squares that are yellow and red. When you are playing the game you must be careful to not run into squares that are bigger than you. Squares that are bigger than you will be blue and red in color. If you try to move off the screen you will be teleported to the other side of the screen instantly. If an enemy tries to move off the screen you will be teleported as well as being given a burst of speed. You get a temporary invincibility buff once you get hurt by a creature so that you can get away from it.

Legend



Credits

Lead Programmer: Stefan Pleava

Lead Artist: Stefan Pleava

Director: Stefan Pleava

CEO: Stefan Pleava

Business Manager: Stefan Pleava

Art Manager: Stefan Pleava

Story Manager: Stefan Pleava

Play Tester: Stefan Pleava

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