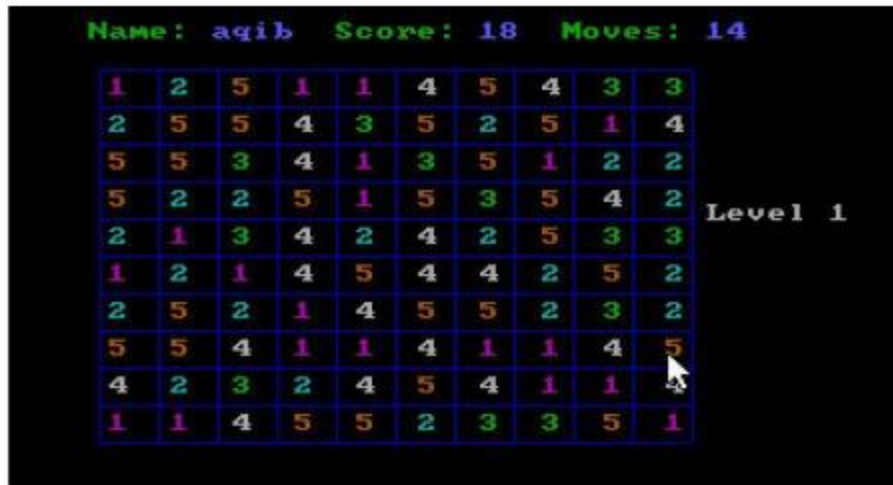


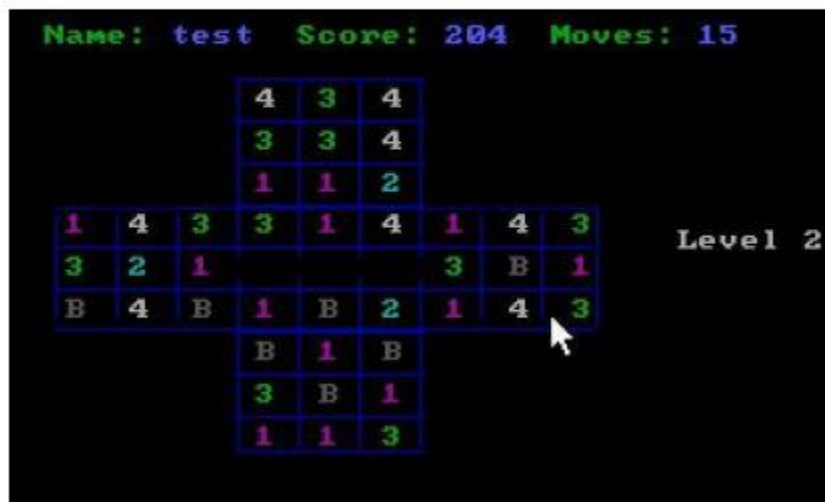
Level 1

Level 1 has a 10x10 board. When a number is swapped with another number, if a combo exists, the combo is crushed, dropped, and score updated accordingly. Otherwise, the numbers are swapped back! The board is filled with random numbers from 1 to 5. It has bomb 'B' too. When a number is swapped with bomb, all of its occurrences are destroyed.



Level 2

It has a plus shape board with same functions of level 1. The board is filled with random numbers from 1 to 4.



Level 3

It has same board shape as level 1 but we have blockers 'X' too for restricting player movement.



How to Update SCORE AND MOVES

- 1) During crushing, the score added depends on the size of combo. A combo of 3 adds 3 to the score. A combo of 4 will add 4 and so on.
- 2) During explosion, it is different though. The added score depends on how many occurrences are destroyed and from which location they are destroyed. If a number is at bottom, more numbers will have to be dropped from top and hence more score.
- 3) The user is given a total of 15 moves in each level. When all moves are finished, user is promoted to new level and moves are again reset to 15.

File Handling

- All Individual levels score will be saved in the file.
- Stores the highest score and player name in a same file.
- Record in a file should look like in the format given below

```
Ali Raza  
Level 1: 20  
Level 2: 30  
Level 3: 46  
Highest Score: 46
```

BONUSES

- When bomb is used, all occurrences of the exploding row/col are first highlighted for a second, then explosion proceeds.
- If after swapping, no combo exists, the numbers are swapped back.
- Changed background and look of level 3.
- The string 'crushing' is displayed when combos are being crushed and score is being updated.
- 'Explosion' is displayed when a bomb destroys a row or col in board.