APS106 Project - A Simple Version of CHECK OUT LINE

Team Jimmu, consisting of Anthony Gao, Richard ShangGuan, Jimmy Tieu and Zipeng Cai, has been assigned to create a simple version of the game “Check Out Line” as their APS106 project. In this game, a player (human or computer) must try to score as many points as possible by eliminating same-coloured squares on a randomly generated or preset grid. The player tries to attain the highest score possible, and the game ends when no more moves are available to be made. The most recent game’s statistics will be stored in a log.

The objective of the game is to score as much points as possible. Points are scored by clearing squares of the same colour that are vertically and horizontally connected to it. This is done by selecting a coordinate on the grid. The game will then clear all squares of the same colour that are adjacent to it and the other squares around it until an area of same-coloured squares has been cleared. Points are