The portion of the Java game suite that I worked on this week is a picture slider puzzle. My goal for phase 1 was to have the GUI complete and begin to implement the button handlers and other controls so that I could have a prototype by the end of the week. First, I created a GUI that presents the user with a 4 x 3 grid of image tiles, a brief instruction informing the user how to complete the puzzle, an option to change the puzzle, and puzzle hints that display the completed puzzle image. I did not encounter a lot of issues when creating the GUI other than resizing the image files so that they would not appear distorted as a complete image or as individual image tiles. Below is an image of the GUI after launching the program:

A collage of a cat

Description automatically generated with low confidence

Next, I implemented the button handlers and other controls that allow the user to complete the puzzle, choose a new puzzle and display the puzzle hints. Below are screen captures of the GUI after choosing a new puzzle and selecting a hint:

Background pattern

Description automatically generated

Graphical user interface, application

Description automatically generated

Lastly, I needed to make sure the winning combination would display a message to the user informing them that the puzzle is complete:

Fireworks in the sky

Description automatically generated with low confidence

Overall, I feel that phase one was successful because I have a working prototype. Moving forward, I will be focusing on improving the GUI and its functionality, as well as focusing on integrating the game with the complete Java game suite.