BeadLoom Game Core:

ROSS:

Rules: The rules for setting beads.

The rule defining good outcomes (low move count)

Outcomes: Completing the Puzzle or not completing the Puzzle

Strategy: bead by bead or rectangles or layering etc

Strategic Interdependence: More complex strategies typically result in better solutions

BeadLoom Game Features:

Scoring

Tiers of Completion (Medals)

Personal High Scores

\*Global High Scores

\*Timer

🡪In BeadLoom.java, there is a Boolean called timerEnabled …make it false to disable the timer, true to turn it on.

\*User Created Content

\*Other User Created Content

\*Avatars

\*Unlockable Content (Avatar Bonuses)(colors)

\*Achievements

Aesthetic Options

\* Basic Hints

\*Advanced Hints (Generated by Users)

Code Output

User Accounts

\*Game Saves

Unlockable Difficulty Levels

\*Customizable Screen Layout