

COMP1110 Assignment 2

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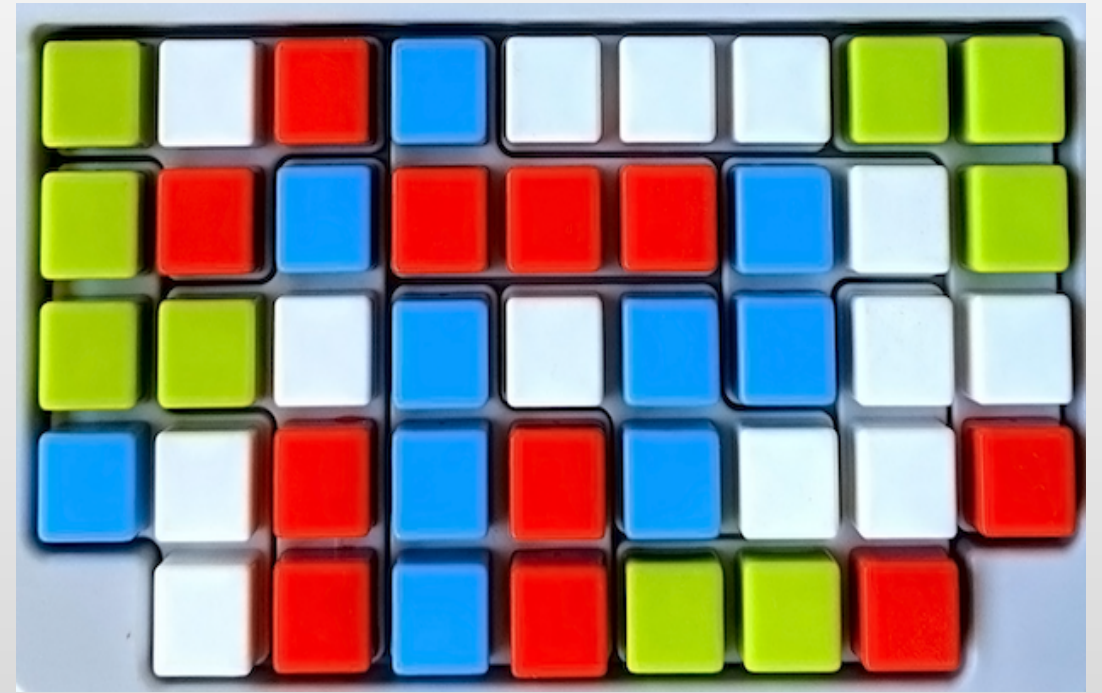


The aim of the assignment

It is a IQ-focus made by the games developer SmartGames.

The game is a puzzle. At the start, the player selects a challenge which defines the color of each of the nine squares in the central board area. The objective is to place all ten colored playing pieces onto a board comprising 43 locations (indents). The player must place the pieces such that they: a) fit together correctly on the board, without overlaps or gaps, and b) satisfy the challenge.

The picture on the right is a example of completed game

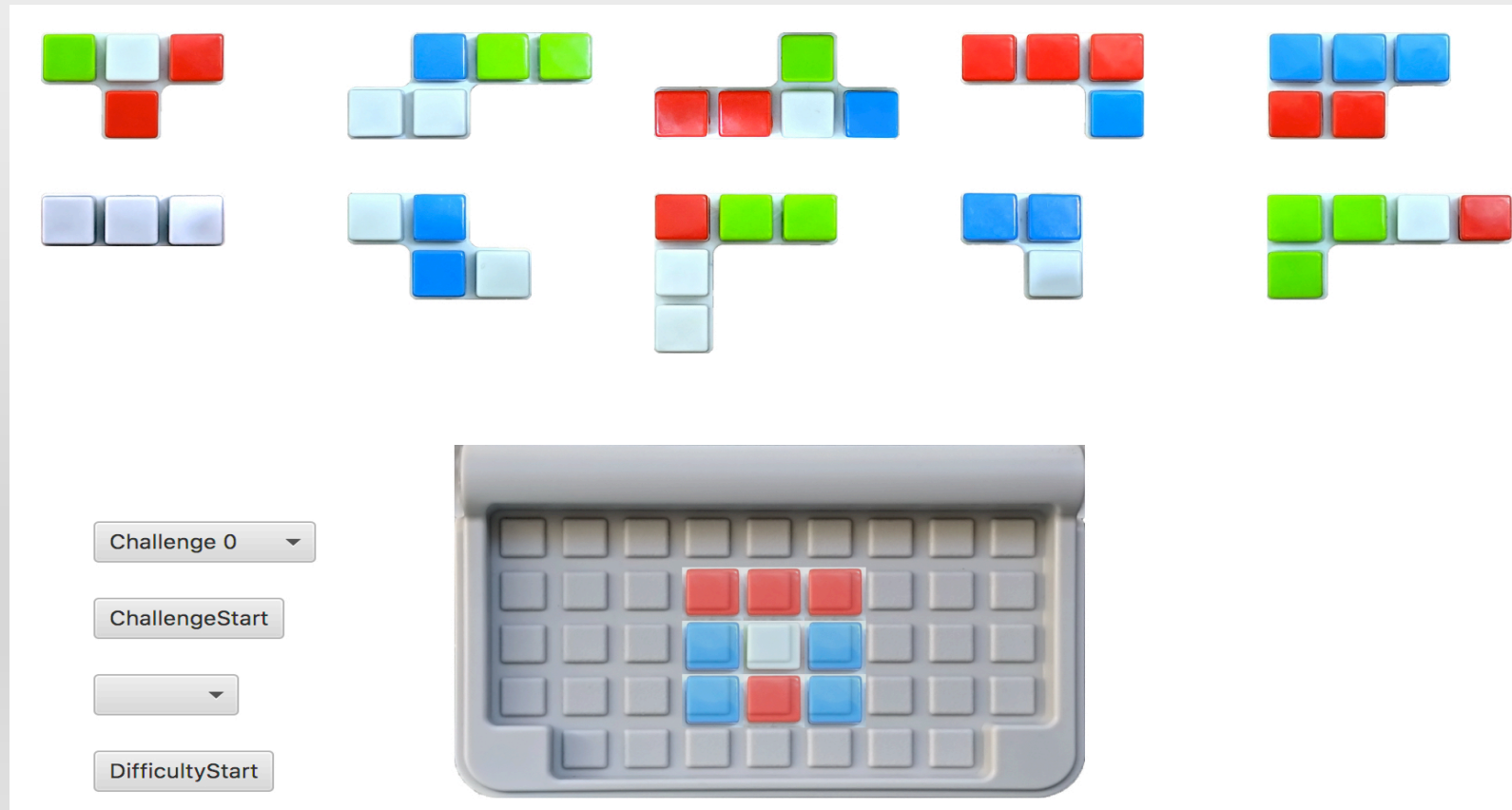


The rule of putting pieces

- The pieces can rotate by rolling the mouse
- The piece can't overlap another piece. Otherwise, it will go back to the original place
- When players choose a challenge and press the start button, there will be 9 squares in the centre of the board with specific color. If the piece we put doesn't match the color of squares, the piece will also go back to the original state.

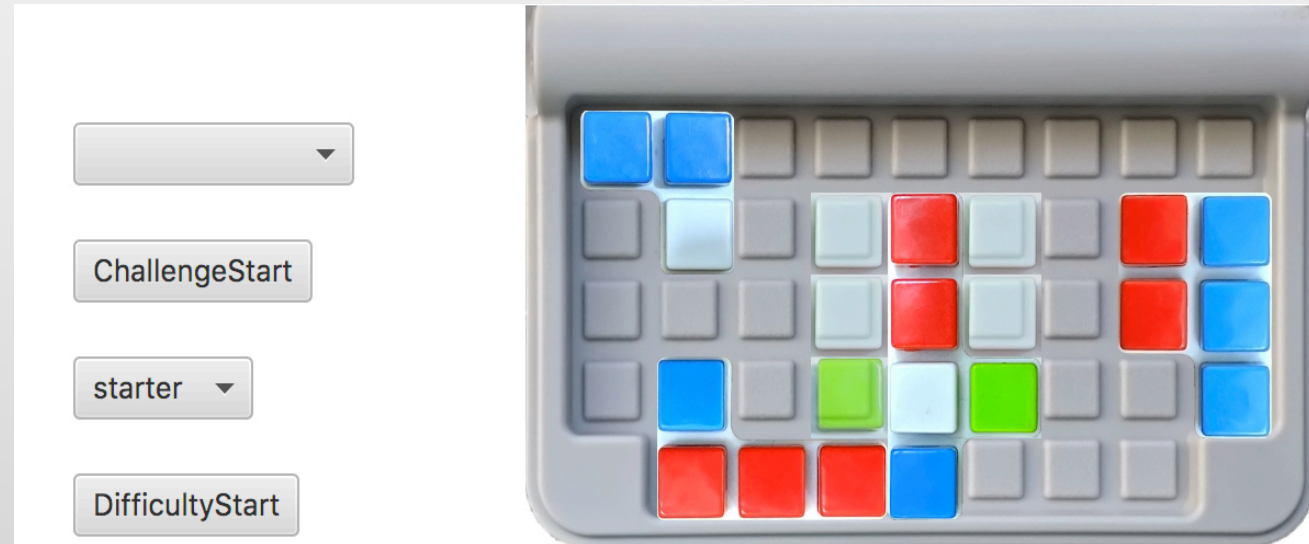
Simple Challenges

For this game, we created simple challenges, which specifies the color of the nine central squares. If players choose the specific challenge from the list and press the ChallengeStart button After that, players should put tiles on the top in the rest space to complete the challenge. (There are 120 challenges in the total)



Interesting Challenges

- There are a choice box in the game that come with 5 difficulty levels, which are starter, junior, expert, master, and wizard respectively. In this case, we did the 5 difficulty levels in another way, which is in each level, it will give players the color of the nine central squares and other extra tiles. For example, when the player choose starter level, it will give them the color of the nine central squares and 4 extra tiles. However, for the wizard level, it will only give the color of the nine central squares. The player can choose the level of challenges based on their preferences, but we suggest that they can choose the level of challenges in the order, from low to high.



Hints

- After user set challenge or difficulty and start the game, user can press down slash key (/) to get a hint. The game will detect blocks from top-left to bottom-right. If the block is not covered but can be covered with an unused tile, there will be a semitransparent hint tile on the board.

