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River Crossing Game report

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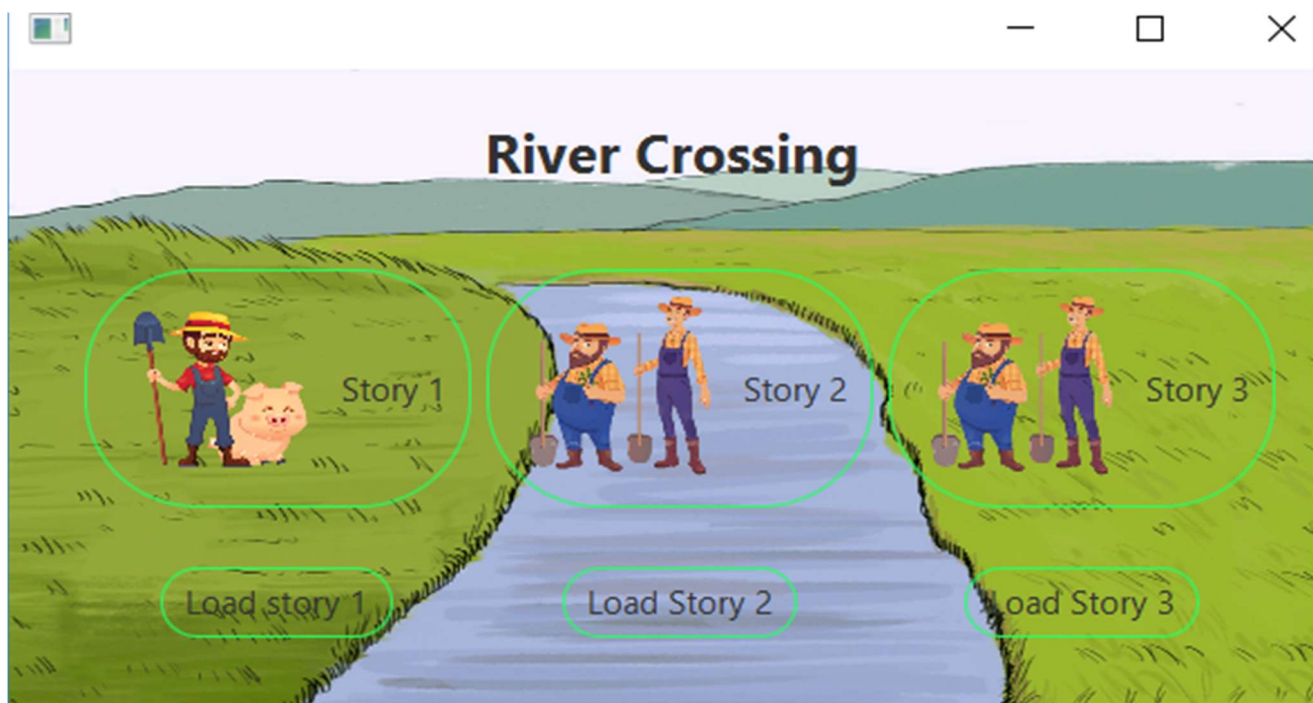**4/ Mohamed Adel Takrony**   **5688**

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* River Crossing IQ Logic Puzzles require you to get all of the characters (crossers) across a river in a small boat. The boat can cross the river many times to get anyone across, the user won when he move all the characters to the other bank.

* There are three stories in the game every story has its rules and characters.

* There is a sound track in the background played while the user playing

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User guide

Since the user opens the game, the following window appears.

The user have to choose from the different 3 stories or load any of the three stories.

*After clicking any story an Alarm Box appears with a details of the story, rules and instructions.

A farmer wants to cross a river and take with him a carnivorous, a herbivorous and plant.

Rules:
1.The farmer is the only one who can sail the boat. He can only take one passenger, in addition to himself
2.You can not leave any two crossers on the same bank if they can harm(eat) each other

How can the farmer get across the river with all the 2 animals and the plant without any losses?

Close

Four farmers and their animal need to cross a river in a small boat.
The weights of the farmers are 90 kg, 80 kg,60 kg and 40 kg respectively, and the weight of the animal is 20 kg

Rules:
1.The boat cannot bear a load heavier than 100 kg.
2.All farmers can raft, while the animal cannot.

How can they all get to the other side with their animal?

Close

Five people want to get to the other side o the river,but each of them dislikes his immediate neighbors.
-the first person: dislikes the second and the fifth.
-the second person: dislikes the first and the third.
-the third person: dislikes the second and the fourth.
-the fourth person: dislikes the third and the fifth.
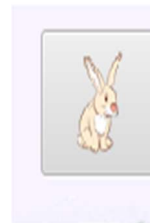-the fifth person: dislikes the fourth and the first

Rules:
1.The boat can hold a maximum of two people
2.if two people hate each other they refuse to be either on the boat together, or in the same bank together without any person
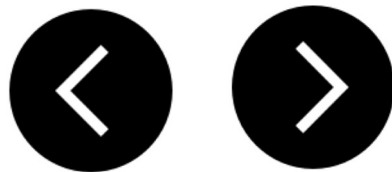
How can they all get to the other side ?

Close

All stories has the same background and same play strategy.
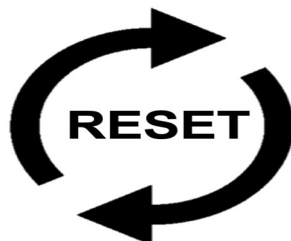
*Every character has a button to move him between the land and the boat, moving depend on the character current position.

*There is a two buttons responsible to make the boat sail from one bank to another according to the boat current location.
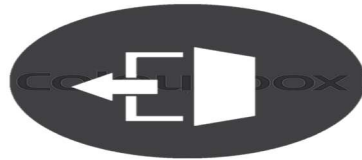

*A reset button to set all the characters to their original positions.

*An exit button to exit from the current story and return to the main scene to choose another story.

* By clicking the exit button automatically the story to the last position for each character saved and you can load it anytime you want from the main scene.
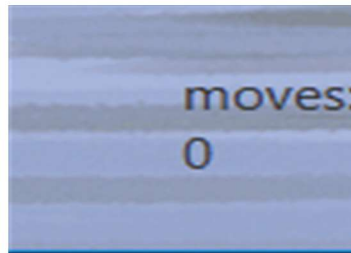

*An information button to review the Alarm Box that contains the details of the story, rules and instructions.

*A solution button to solve the story step by step.

*A move label shows and count the sails of the boat.

moves:
0

*An undo button that undo your last move.

UNDO

*A redo button that repeat your move.

REDO

*An congratulation message appears when the user succeed to move all the character to the right bank side.

CONGRATULATION
Close