

CSCI 188 Project Proposal

[Puzzle Blox Arcade]

[09-30-2012]

[Xinrui Ma]

Project Abstract

[There are many independent small blocks with picture on it in a designated area, the goal of this game is to find the same two pictures and use lines to point them out. Connecting line are no more than 3 straight lines]

Strategy

[I will run it on Android device using JAVA. Not on a specific phone. The user can use their mouse click on the picture to make it “checked”, Display in a particular way. Once again use the mouse to click on the other pictures, if the two pictures are the same and no more than 3 straight lines between them, then the two pictures will disappear, and earn scores, otherwise The first pieces back into a not selected state, while the second pieces into selected state.

The Victory Conditions is to eliminate all pictures. Every player has 30 seconds to choose one pair of pictures, if they can't choose the same pictures in 30 seconds, they will lose the game.]

Unknowns & Problems

[I have no experience on smart phone developing before, so there are many difficulties there, like how to make the UI more acceptable, how to make sure every round of the game has a solution, cause I don't want play a game which I am sure to fail.]

Implementation Plan

[Step 1: Design the UI.

Step 2: Developing the game interface element

Step 3: Design the data state model.

Step 4: Loading interface pictures

Step 5: Implement game Activity.

Step 6: Design game logic.

Step 7: Other functions like background music, game props. Players should be able to adjust their game level.

Step 8: Debug.

]

Project Proposal

