Exercise: Gem Puzzle

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The Game

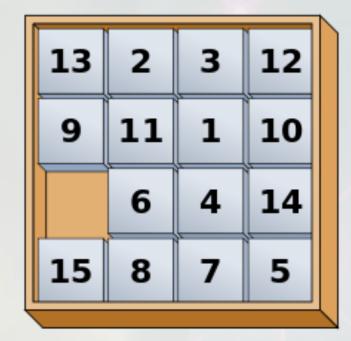


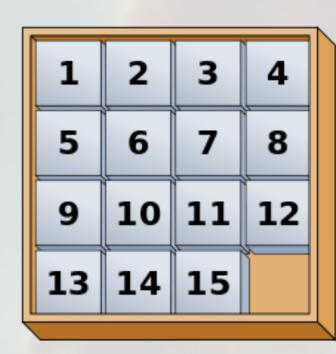
Also called Game of 15, Boss Puzzle or Taquin (in french)

- Invented by Sam Loyd around 1870
- Rubick's cube ancestor



Objective: reorder numbers by sliding tiles on the empty tile





The Game



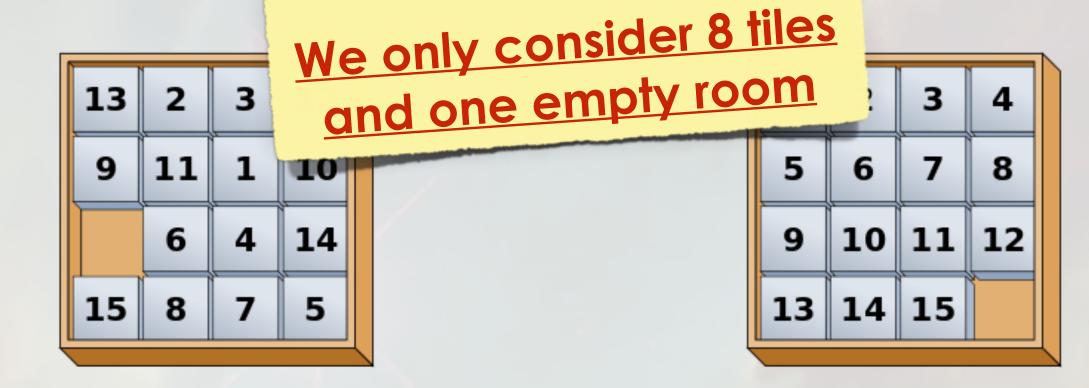
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Objective: reorder numbers by sliding tiles on the empty tile

some configurations cannot be solved.



Implementation Details



Capture swipe gesture

- And move the tiles consequently
- Use Gesture Detector
- Implement Gesture Detector. On Gesture Listener



Two options for the GUI

- Use TextView that will be updates according to user moves
- Use containers and fragments for each tile
 - preferred option since it allows to implements animations for moving tiles



Do not forget to shuffle randomly your tiles



Do not forget to detect the end of the Game

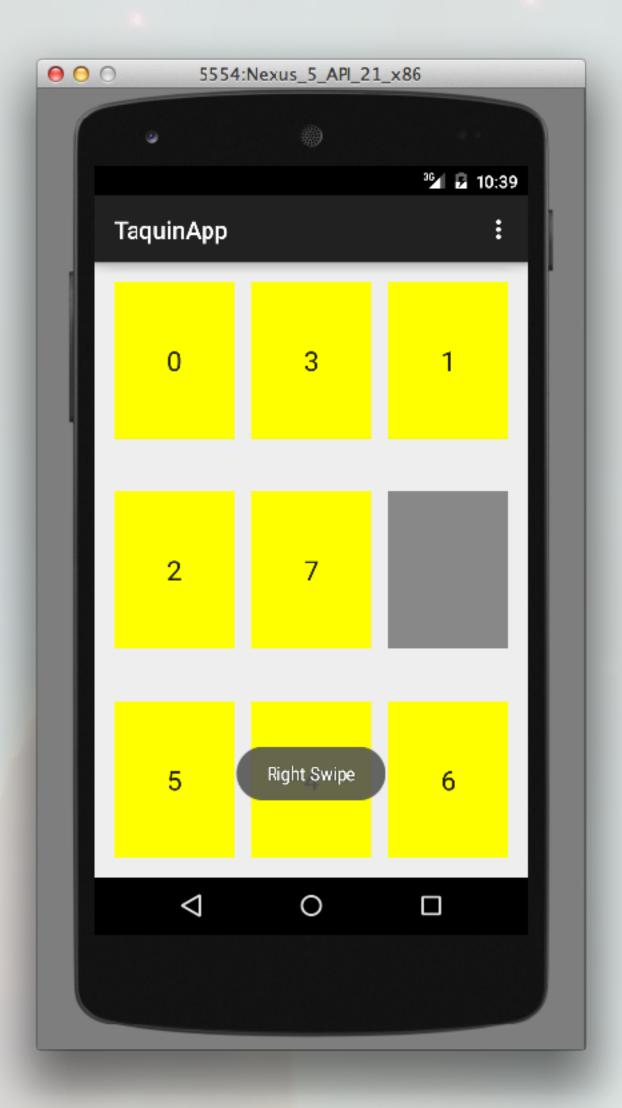


Initial state

Yellow rectangles represent tiles to move

GUI

- Grey tile is the empty room
- A swipe move the **only** available tile for this move
- A Toast notify the user that its move has been detected



Summary



An dialog displays when the user end the game



- Frample Run
- § 1024
- CandyCrush
- Ş ...

