

Gr 11 Grid Game

+

Gr 12 Content

Grid Game

Theme

Instructions + Opening

Char Functions

Save / Open from File

Object

Stack / Queue

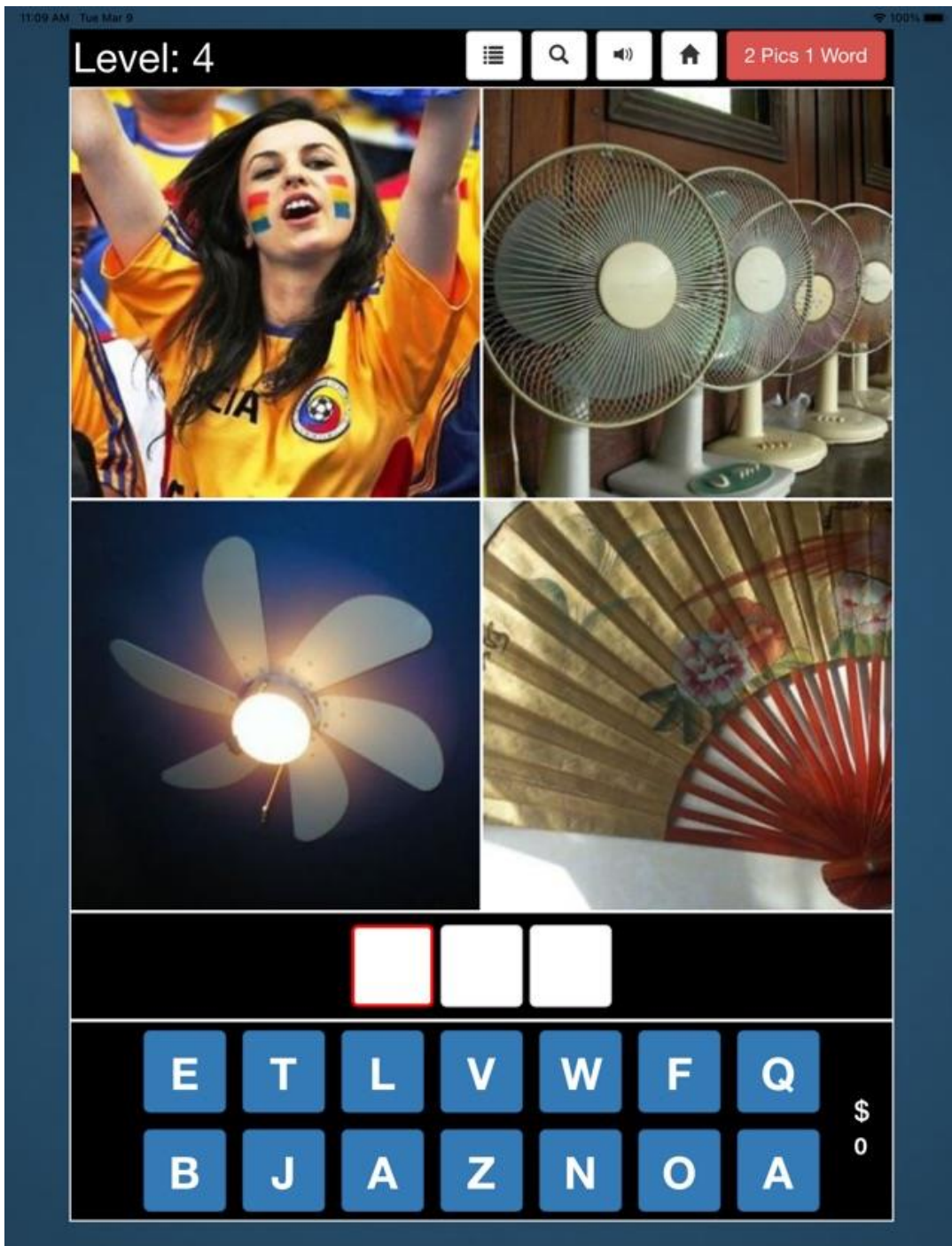
Search (Dictionary)

Sorting

Recursion

Android

Neighbours / Swap

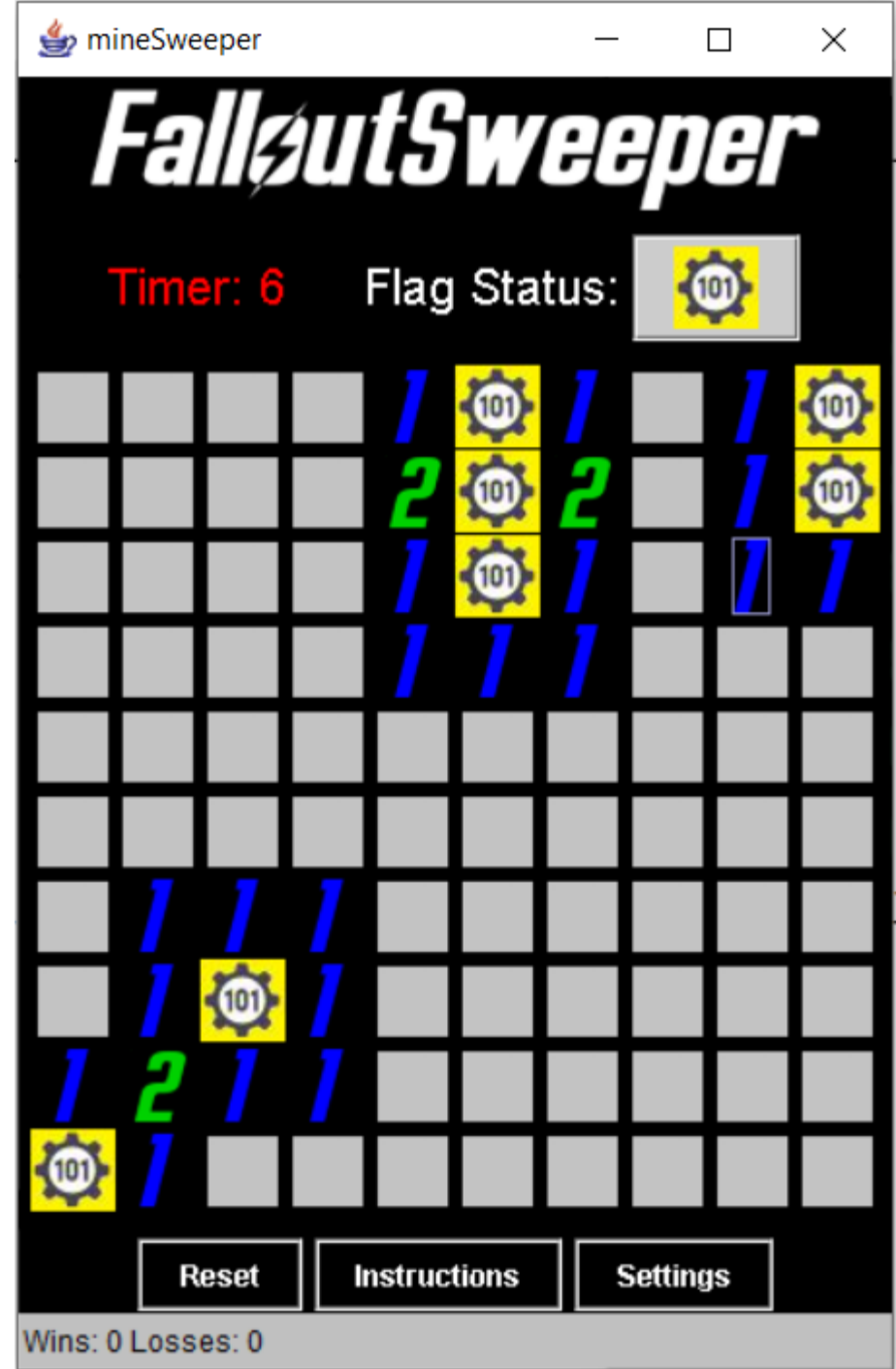
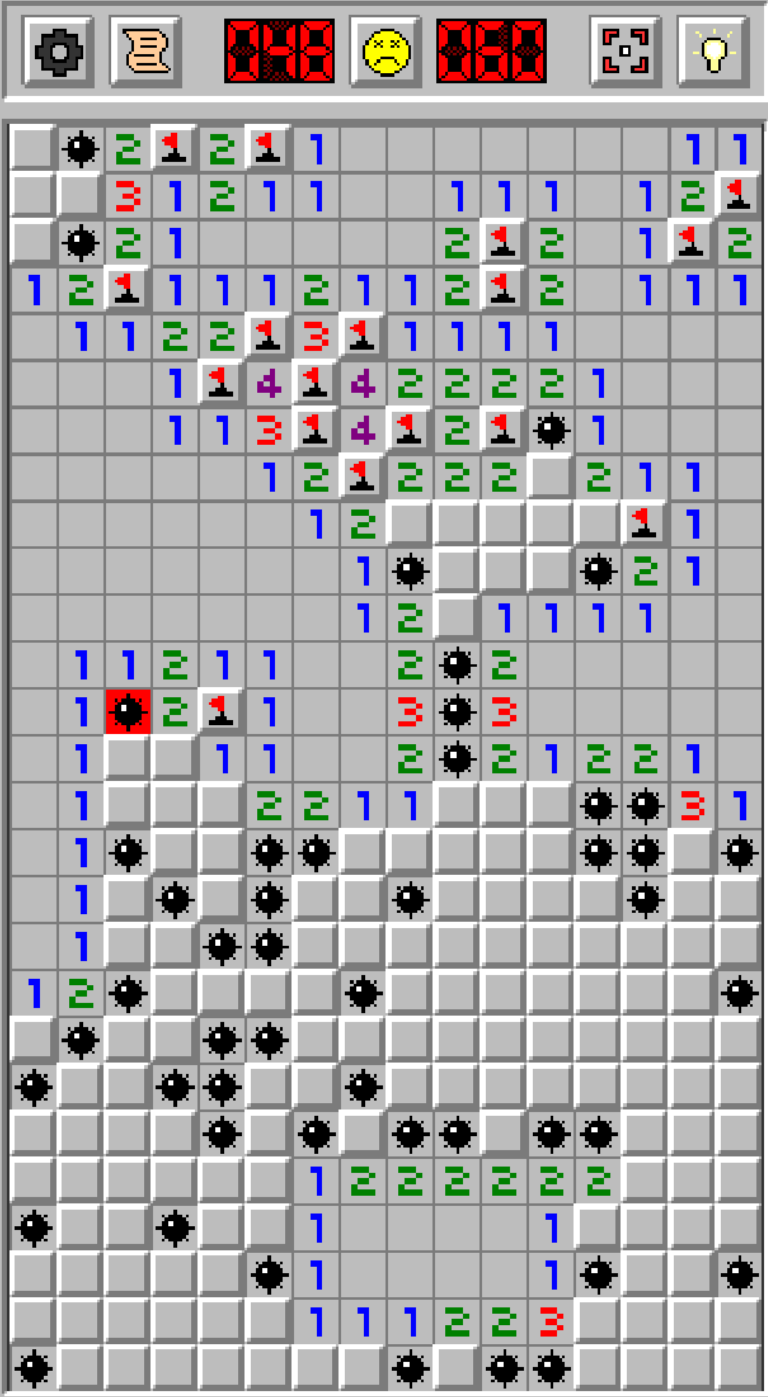


Guide
on
Website

4 Pics 1 Word

- Grid of letters
- Char functions
- Possible object = picture

<https://4pics1word.ws/6-letter-words/>



Minesweeper

- Grid mines
- Recursion to pop open
- Possible object = square



1	2	3	4
5	7	8	9
10	11	12	13
6	14	15	

15 Puzzle

- Grid pieces
- Save/Open
- Neighbours, swapping

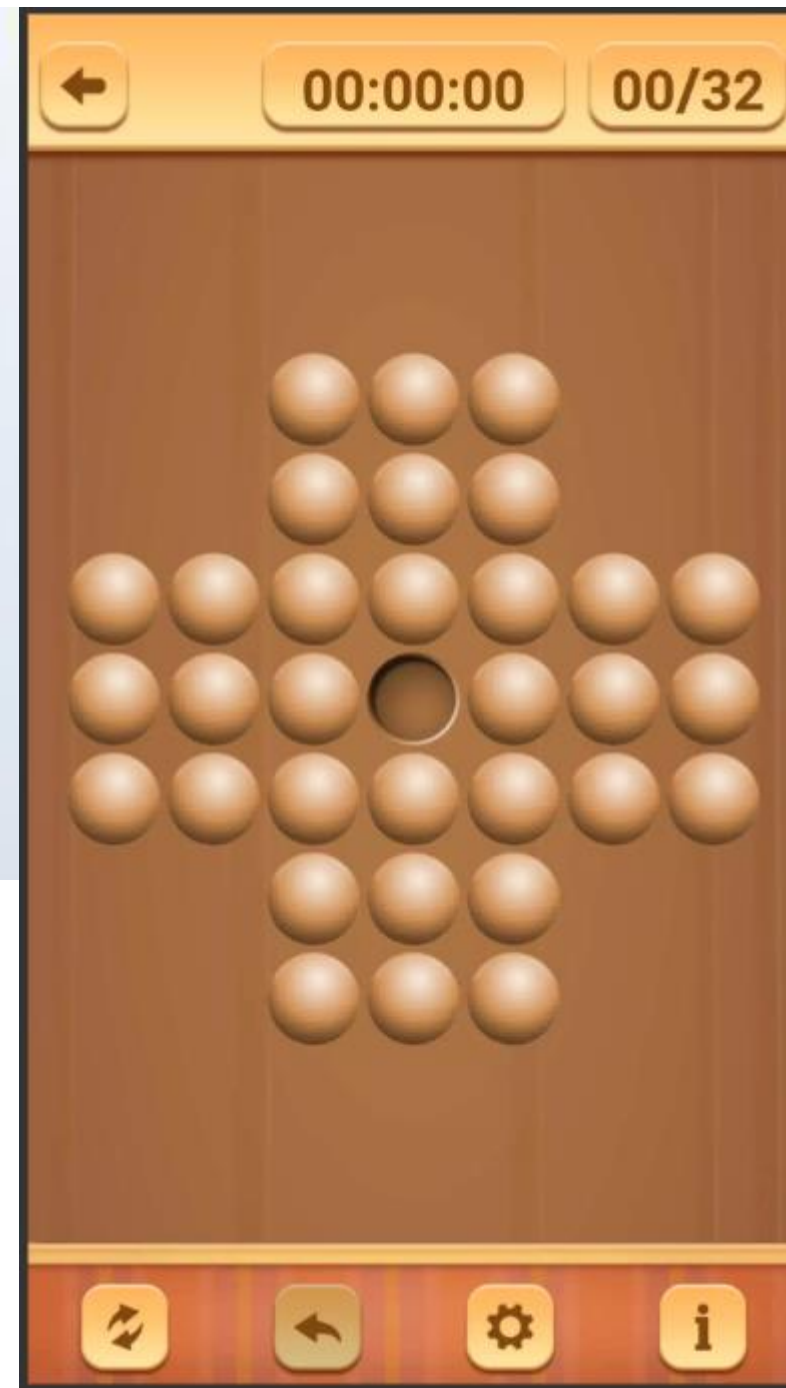
Guide
on
Website

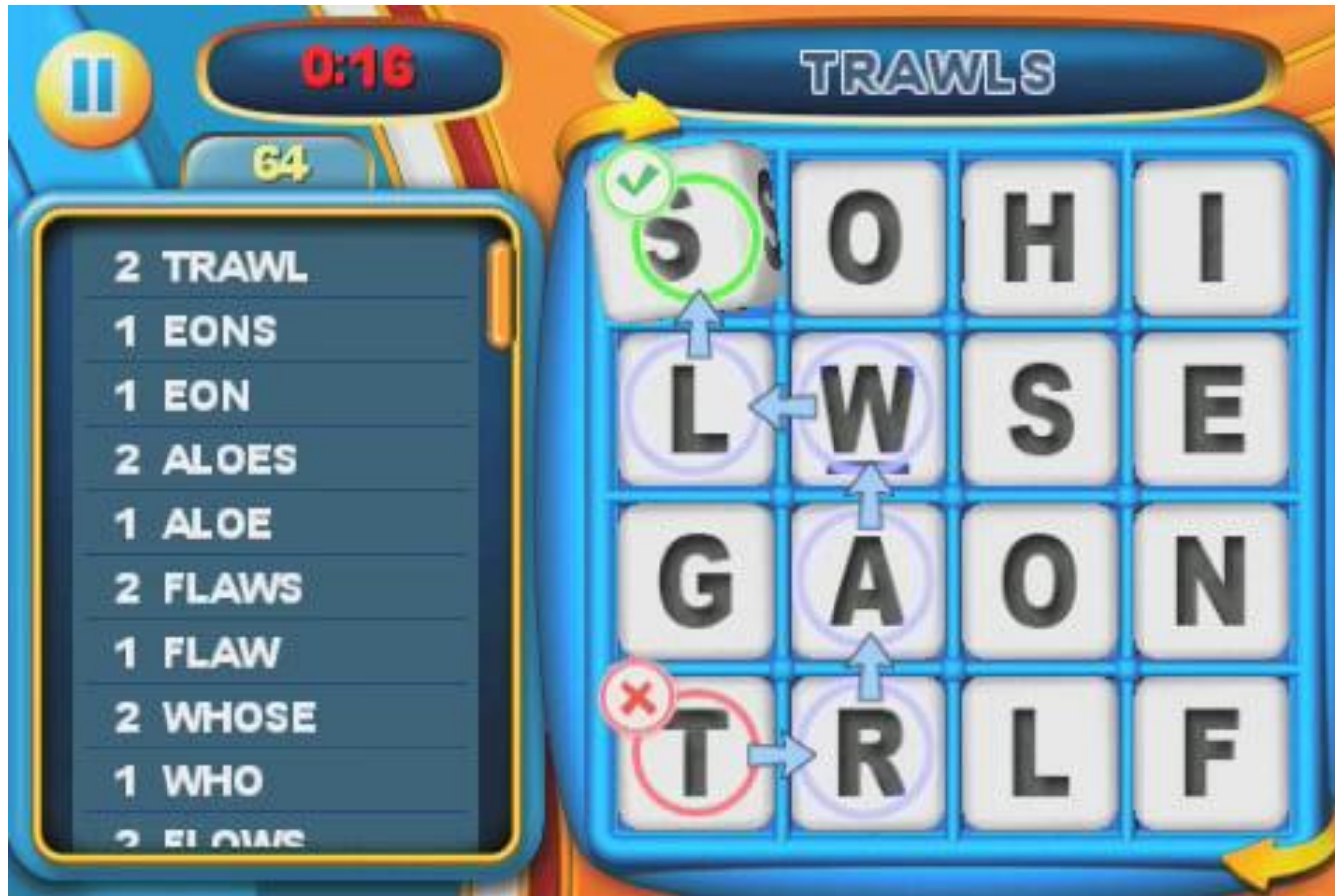




Peg Solitaire

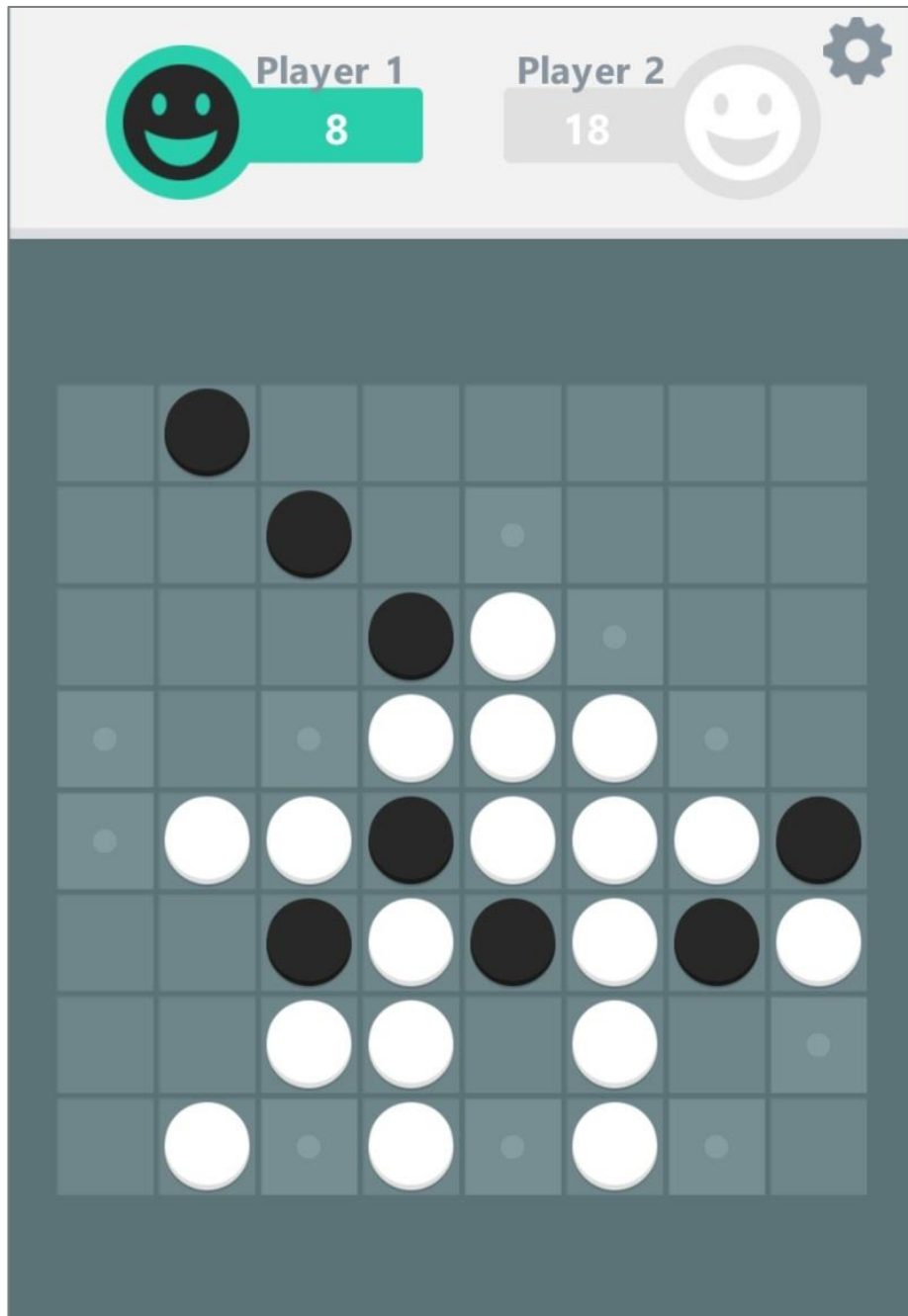
- Grid
- Save/Open
- Neighbours, Swapping





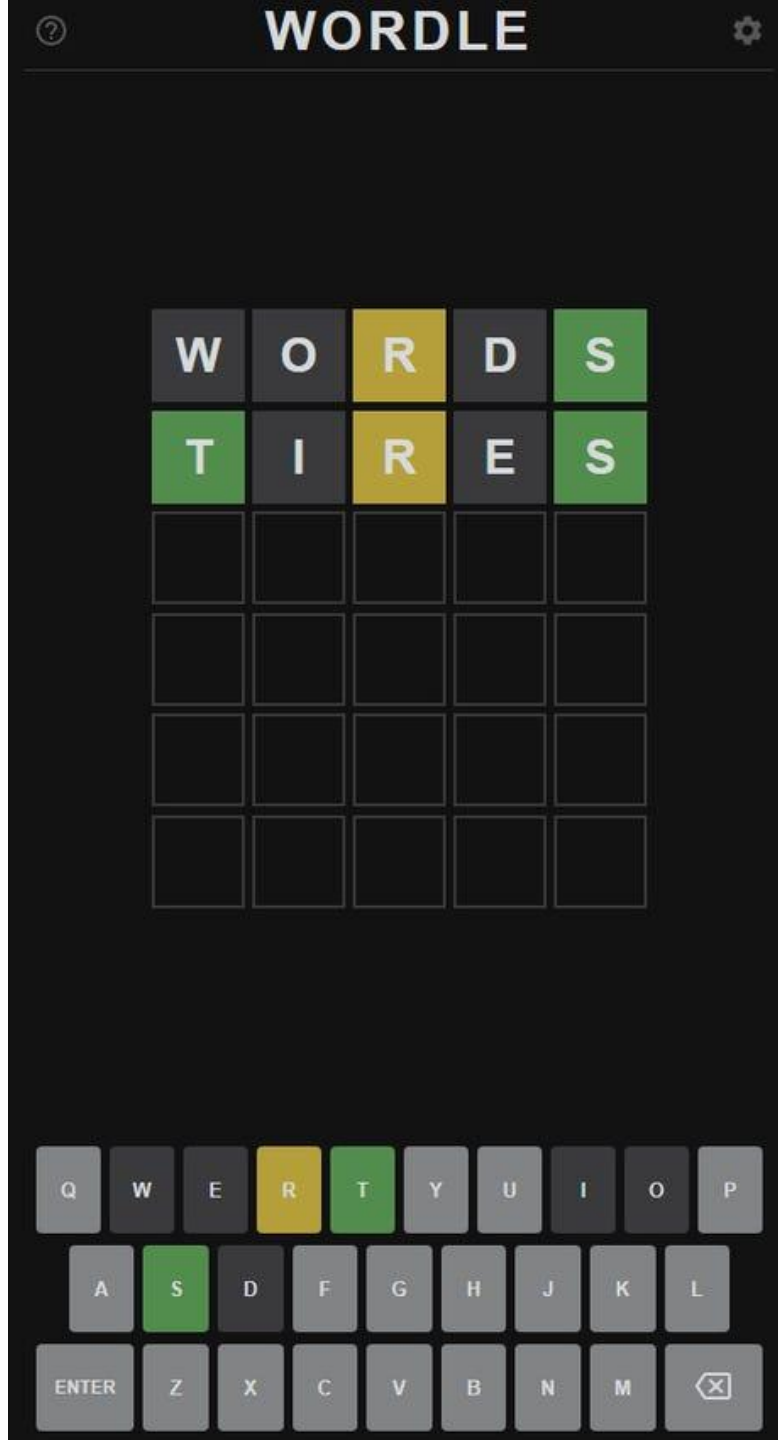
Boggle

- Object – Dice
- Grid of Dice
- Dictionary/Search
- Neighbours



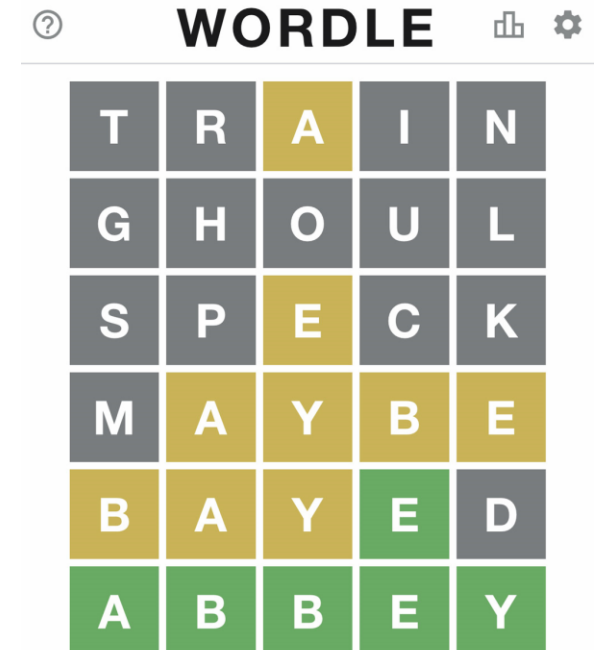
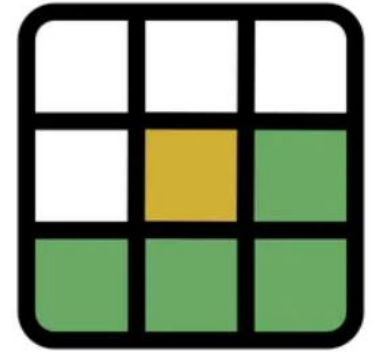
Otello

- Grid
- Save/Open
- Neighbours, Swapping



Wordle

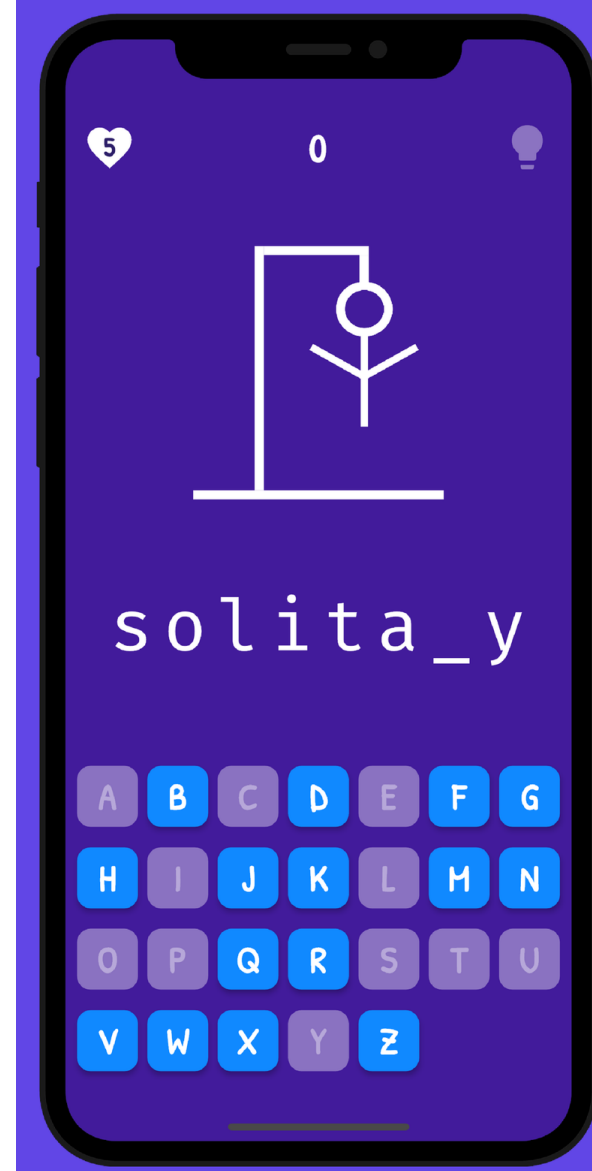
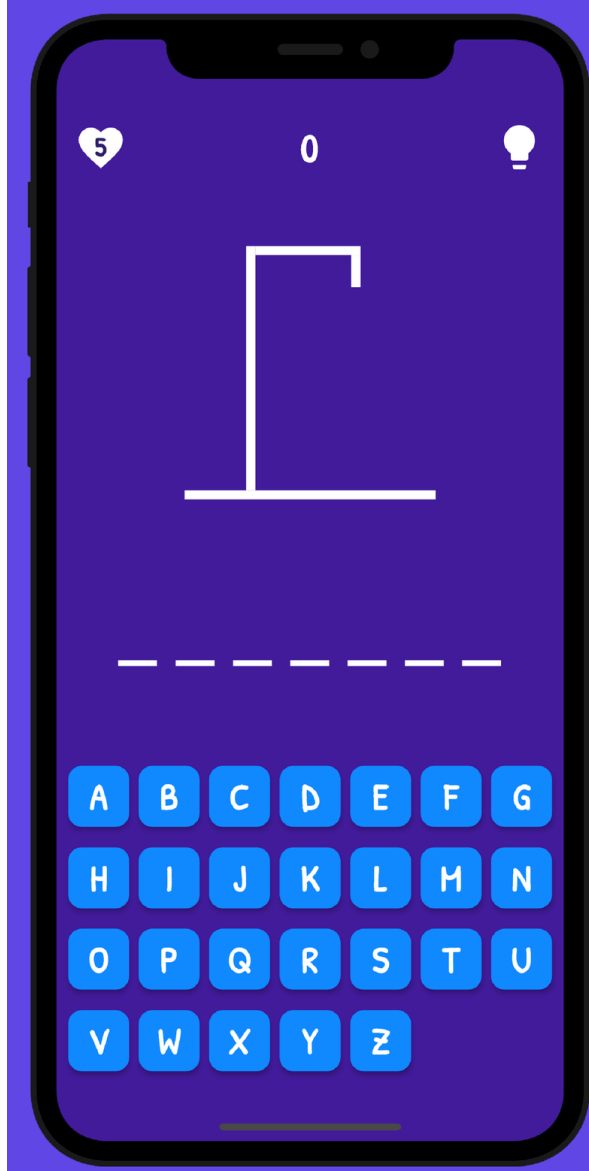
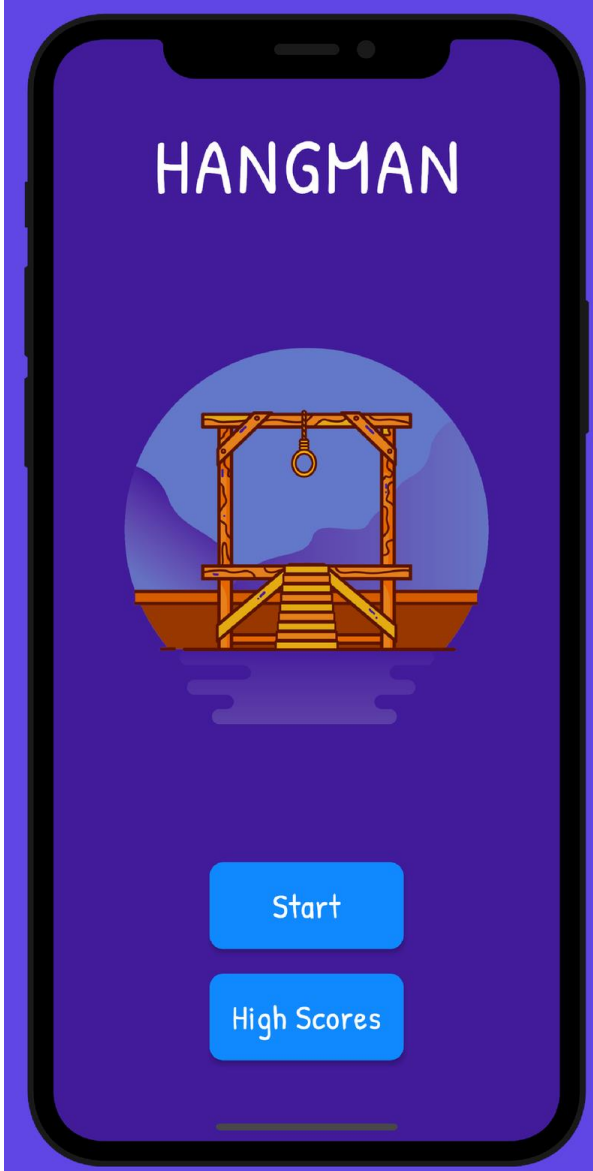
- Dictionary
- Grid of Letters
- Char functions





Hnefatafl (Viking Chess)

- Grid of pieces
- Neighbours / Swap
- Save / Open



Hangman

- Grid of letters
- Grid of answer letters
- Char functions

*This is quite difficult to code, students underestimate hangman.



Pokemon

- Grid = Map
- Grid = Backpack
- Objects = Pokemon

Where would you like to go next?



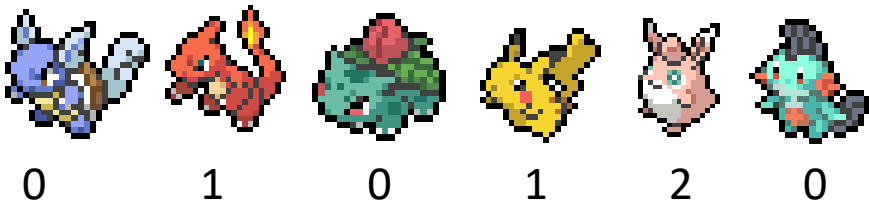
Right

Up

Left

Down

Your Backpack:



Your Charmander meets a Wild Squirtle.

Your HP: 100

Wild Squirtle HP: 67



Which attack do you choose?

Scratch

Smokescreen

Dragon Breath

Your Backpack:

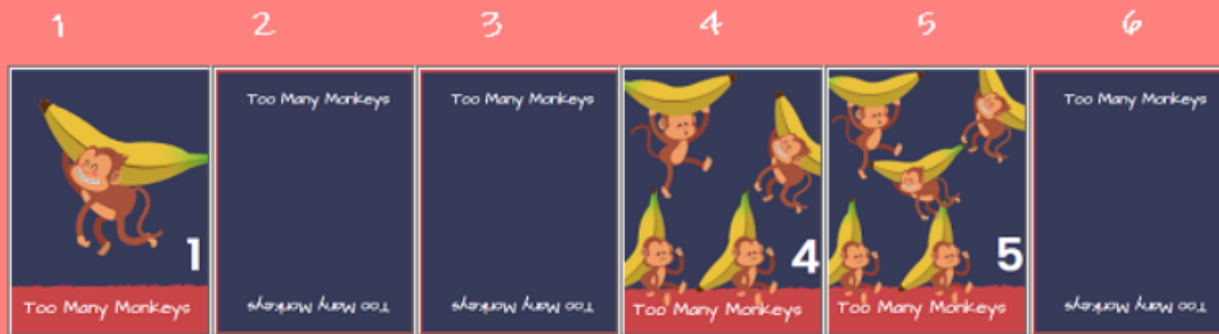


General Card Information

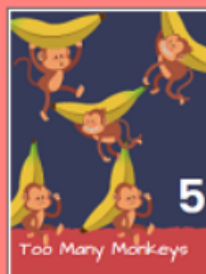
Too Many Monkeys

Player: ...

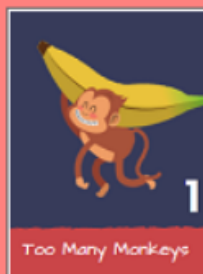
Player 1:



Deck:



Discard:



Player 2:



Reset

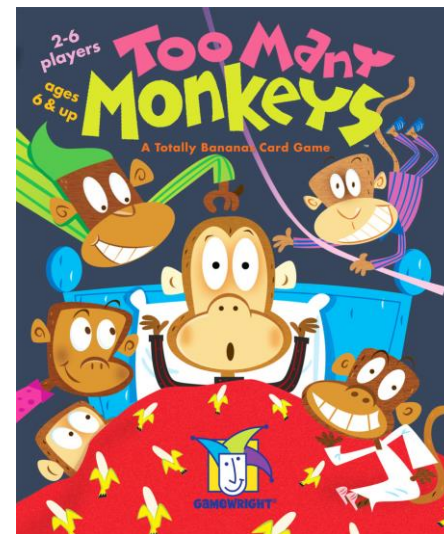
Save

Next Card

Open

Quit

Click on the card you want first!



Card games are possible. They need a fixed number of cards in a hand.

