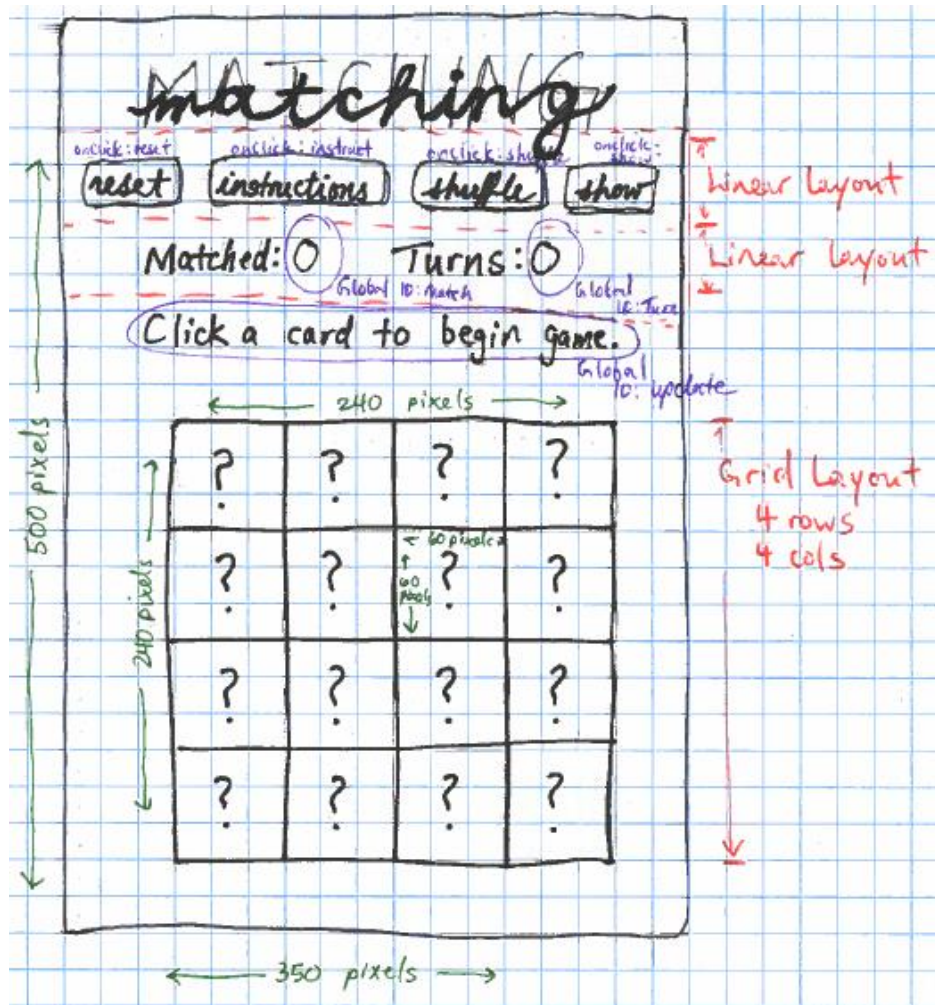


Screen Design Diagram

Layout your game screen.

Be mindful of how layouts work. Certain things aren't possible – so don't plan for them.

This will be submitted **on paper**. **Take a picture** of it with your phone before you hand it in.

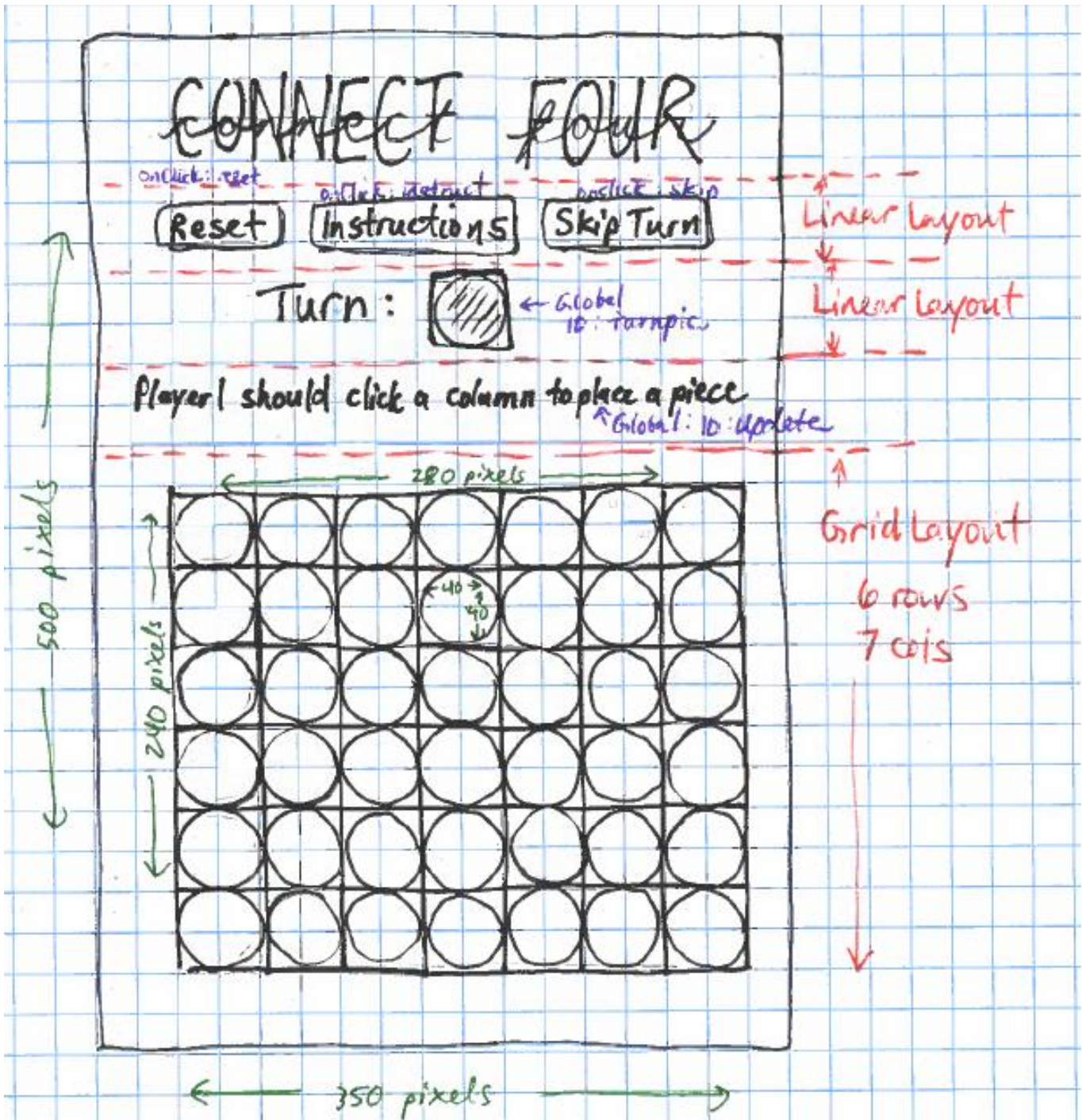


Include things needed by your project:

- Widgets positioned roughly as you intend to position them.
- Widgets roughly in the proportions you intend.
- Picture and grid dimensions labelled.
- Your grid (as needed) – of the correct number of rows and columns.
- IDs (in a different colour) of widgets that change.
- onClicks (in a different colour) for buttons.
- Clear indications of the linear and grid layouts.
- Moves counter
- Score
- Prompt/Instructions label
- Turn information
- Title
- Pictures as needed to fill the extra space
- Buttons as needed for:
 - o Reset
 - o Instructions
 - o Check solution
 - o Levels
 - o High scores
 - o Help/Instructions
 - o Reveal Answers
 - o Shuffle
 - o Up/Down/Right/Left

Why bother with this?

The first thing that needs to happen when coding is you need to add **all** of your widgets to the game screen. Students like to add half of them and then complain later. With this diagram, you will be able to lay out your project quickly.



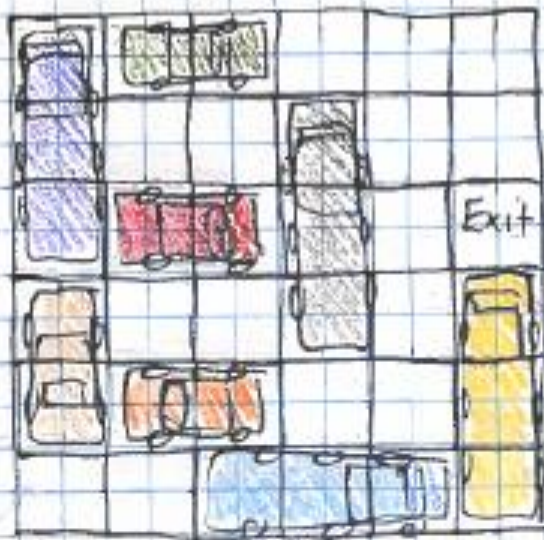
RUSH HOUR

Click on a car to select colour

Current Car:



Moves: 0



Colour Array:

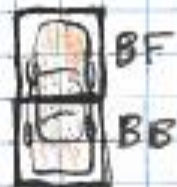
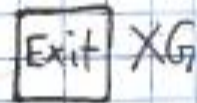
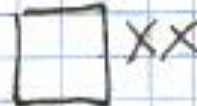
P	G	G	X	X	X
P	X	X	E	X	X
P	R	R	E	X	X
B	X	X	E	X	Y
B	O	O	X	X	Y
X	X	C	C	C	Y

Piece Array:

F	F	B	X	X	X
M	X	X	F	X	X
B	F	B	M	X	G
F	X	X	B	X	F
B	F	B	X	X	M
X	X	F	M	B	B

*F is always to left or to Top

Picture Names (remember: Android lower case)



Codes:

Colours:

- P Purple
- E Grey
- Y Yellow
- X Blank
- B Beige
- R Red
- O Orange
- C Cyan
- G Green

Pieces:

- F Front
- M Middle
- B Back
- X Blank
- G Goal