

Description

Word search puzzles, as illustrated below, have been implemented on many different computer devices:

D	O	G	O	R	S	T	S
E	A	T	E	F	B	A	T
G	R	A	B	B	I	T	R
O	A	C	D	I	D	S	I
G	T	E	R	O	H	E	H

PUZZLE

CLUE: ANIMALS

D	O	G	O	R	S	T	S
E	A	T	E	F	B	A	T
G	R	A	B	B	I	T	R
O	A	C	D	I	D	S	I
G	T	E	R	O	H	E	H

SOLUTION

DOG
CAT
RABBIT
FISH
BAT

Our goal is to improve upon the static version by introducing a dynamic board. The idea is that a player can move the characters in the board by sliding rows horizontally and/or columns vertically. The board is initially "mixed up", and each move we search for 1 or more words, eg:

E	O	T	O	R	S	E	S
G	A	B	E	F	B	T	T
R	A	C	B	I	T	A	O
G	A	E	D	I	D	R	I
D	T	G	R	O	H	S	H

PUZZLE

CLUE: ANIMALS



Move: rotate column 3 down 1

E	O	G	O	R	S	E	S
G	A	T	E	F	B	T	T
R	A	B	B	I	T	A	O
G	A	C	D	I	D	R	I
D	T	E	R	O	H	S	H

Score:
found RABBIT

There is much work to be done in designing a game (single or multiplayer) for different levels of user. The game is to run in the console (text only interface)

Work To Do

- Write the requirements of the game
- Design the overall structure of the code
- Implement the game
- Test the game