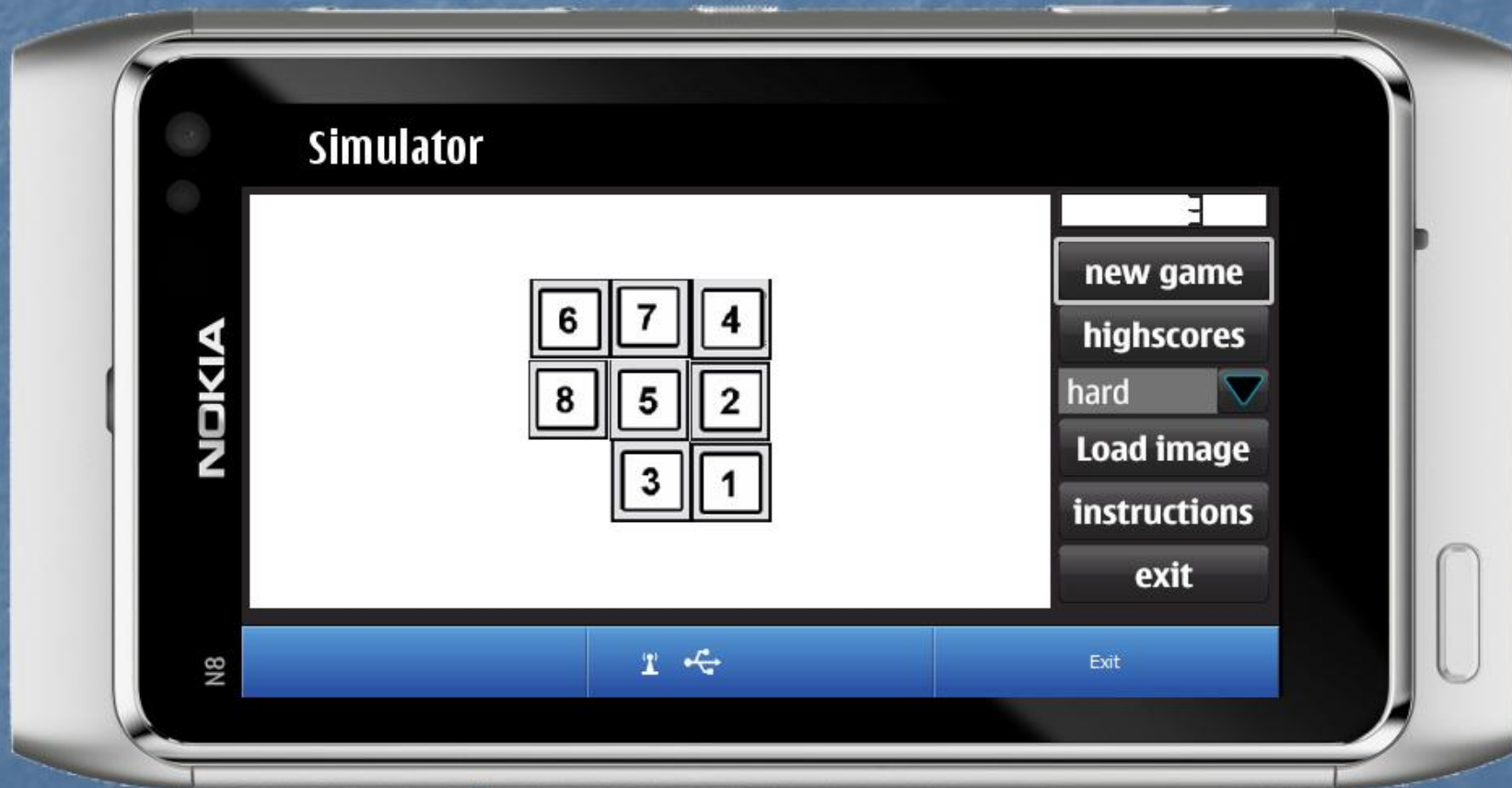


8-puzzle game



Jarkko Pulli

Lauri Kyttälä

Petteri Pekonen

8-puzzle game

1 = most critical feature, 3 = least critical

Feature	Priority	Implemented
Board	1	Yes
Piece movement	1	Yes
Game end	1	Yes
Exit	1	Yes
New game	2	Yes
Time/Move	2	Yes/No
Instructions	3	Yes
High scores	3	Yes
Device movements	3	Yes
Changeable image in puzzle	3	Yes
Picture from the Web according the GPS location	3	No

Qt Coding Experiences

- Pros: Diverse library functions
- Cons: The difficulty to “find the most suitable” way to accomplish different tasks
- Time was a showstopper

Jump to Demo