

User Manual

CS 101 Project

Slot 11 Group 13 Group TA: Prakhar Gupta

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WordMania!

Remember those endless hours spent as a child poring over wordsearches in puzzle books looking tirelessly for that last elusive word? Well now is an opportunity to relive that! Presenting before you...WordMania!

Software requirements:

Simplecpp C++ compiler on any OS(Windows Linux iOS)

Hardware requirements:

Mouse with left-click function keyboard.

Instructions for playing game:

Run the application by double clicking on appropriate icon.

The game interface is self-explanatory.

Basic Information:

All three levels will consist of a 15x15 grid with each square containing a letter. The words to be found will be listed alongside the grid. The words may be oriented as per the difficulty level. There will also be a timer running. The maximum time allotted to solve the wordsearch is 2 minutes.

Levels:

Easy:

The words will be oriented only from left-to-right and up-to-down.

Medium:

The words will be oriented right-to-left or down-to-up.

Hard:

The words will be oriented either horizontally or vertically with the words reading either straight or in reverse.

How to play and Scoring System:

You are given a maximum of 2 minutes to find the ten hidden words.

Clicking on a letter in the wordsearch selects it as a part of your solution. Each correctly selected letter awards you 10 points. Each wrongly selected letter deducts 3 points from your score. For each letter that was not selected by you but was a part of the solution 2 points are deducted. For every second taken to solve the wordsearch 1 point is deducted.

The time left displayed below the wordsearch is updated every 10 seconds. During the process of updation the mouse click may not be responsive. Sorry for the inconvenience. The game ends when 120 seconds are up or when the submit solution button is clicked.

On clicking the Submit Solution button, all correctly selected letters become green. All wrongly selected letters become red. Letters which were part of the solution but not selected are marked in black.

Your score is displayed on the screen. The number of correctly chosen boxes, wrongly chosen boxes, and correct boxes that have not been selected are displayed. If your score is among the three highest recorded scores of that level, it is stored in a file. The highscores can be viewed from the main menu.

Good Luck!