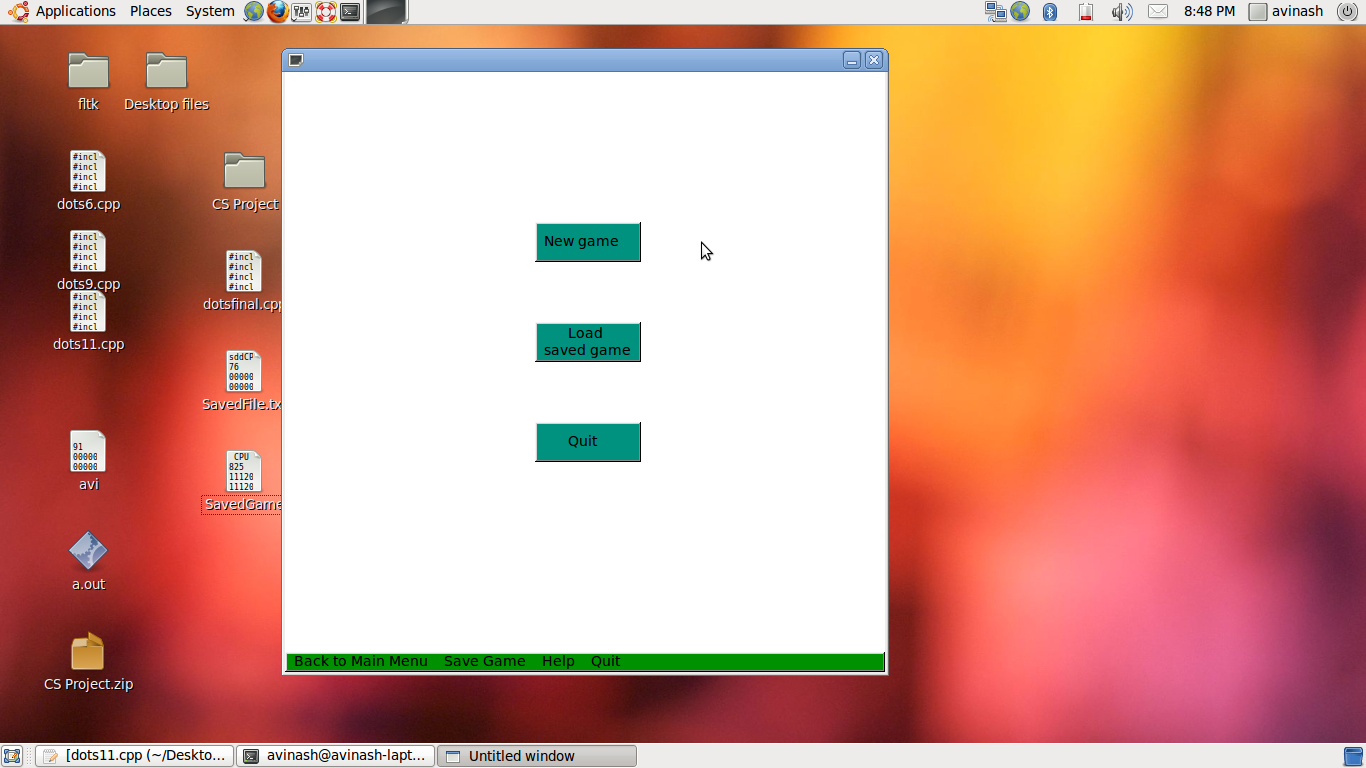
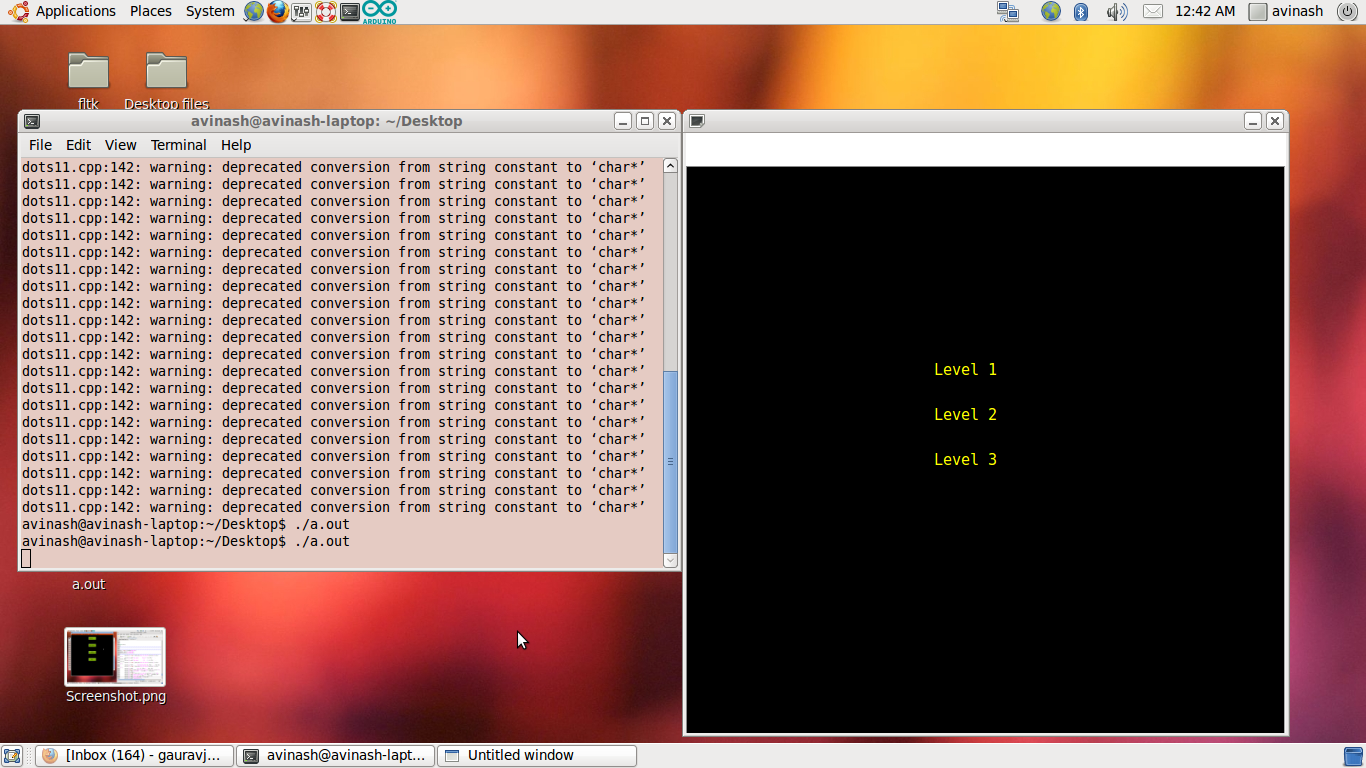
CS101 Course Project   
 PROJECT TOPIC: DOTS & BOXES  
 USER MANUAL  
   
SLOT NO : 11  
GROUP NO : 14  
GROUP MEMBER :  
1 Gaurav Jain(L)  
2 Satyendra Kumar  
3 Shrey Kumar

Contents :  
 a) Welcome Screen  
 b) Level Type  
 c) Player Name  
 d) How To Play ?  
 e) Special Boxes  
 f) Score

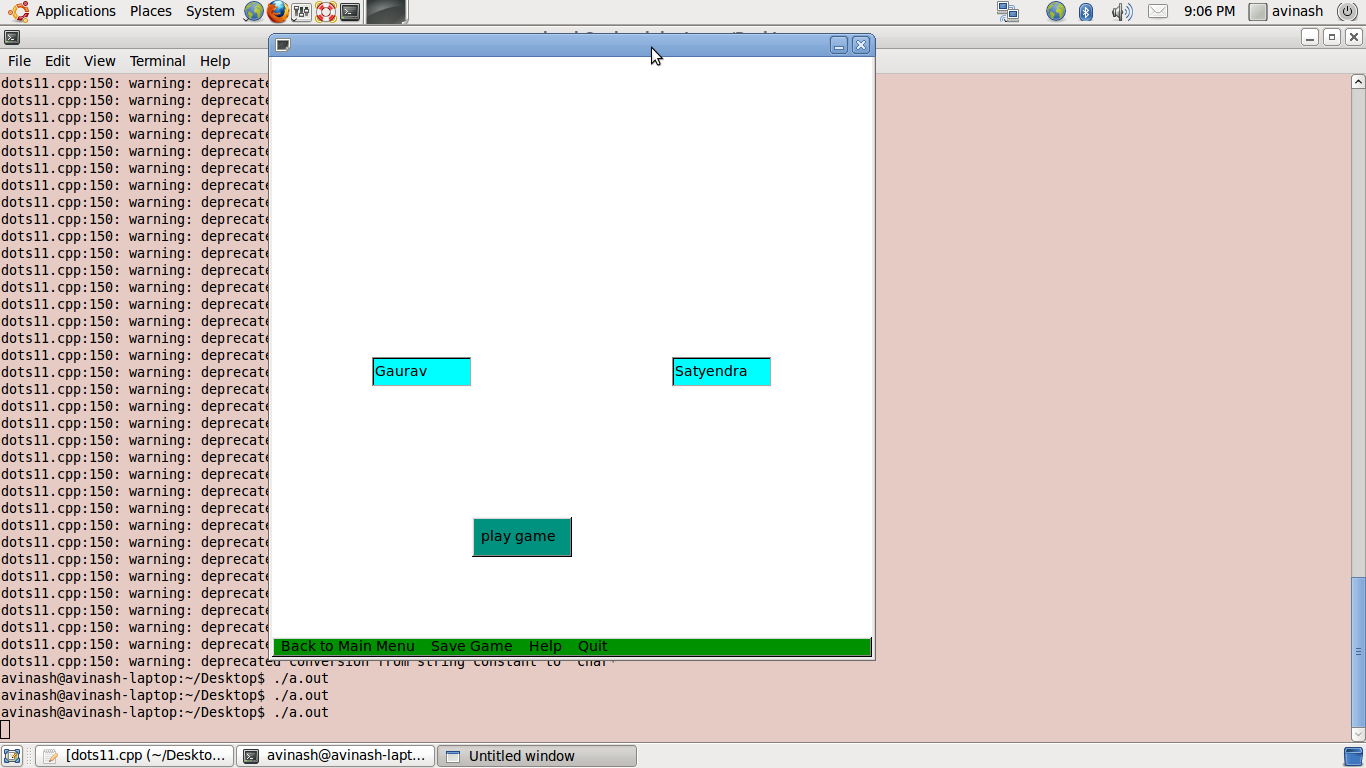
**a) WELCOME SCREEN** Games starts with greeting text of three options :

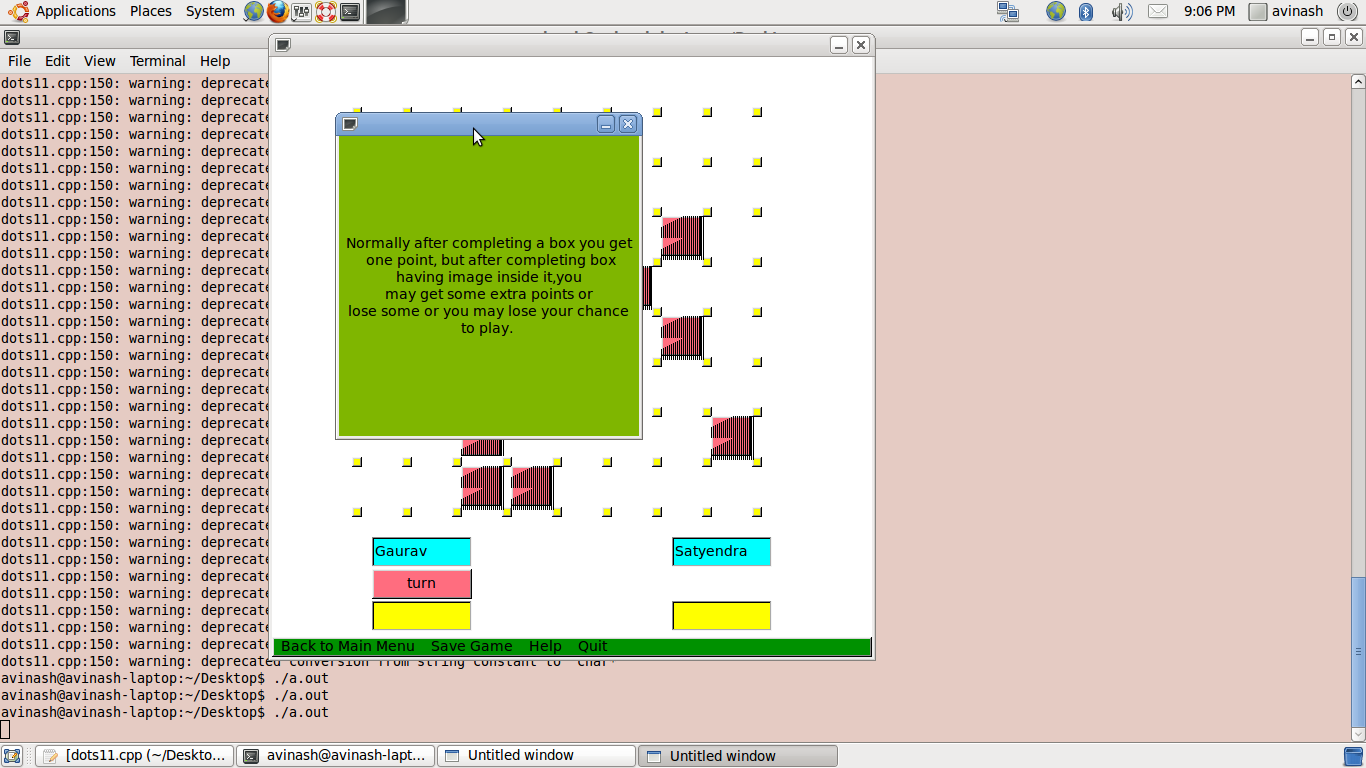
1 New Game : Game starts ,enjoy further.  
 2 Load Saved GAME :Saved game is ready to play.  
 3 Quit : exit from the game .

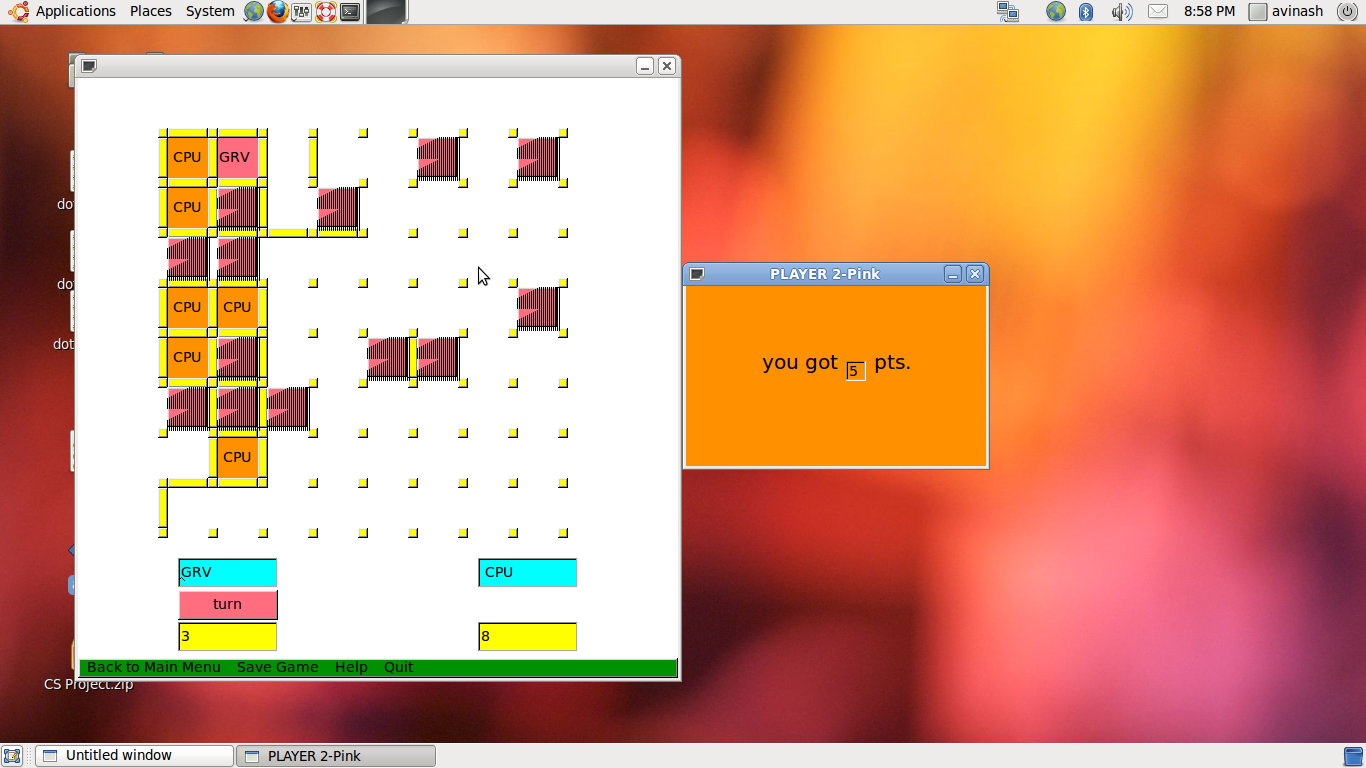


**b) LEVEL**User have option to play in three level 1,2,3 .  
As level increases toughness level increases.  
 

**c) PLAYER NAME**User is required to enter one or two players name according as the game mode selected is 1Player or 2Player.



**d) HOW TO PLAY?**An array of dots appears on the screen. The player has to join adjacent dots to form a line .Lines are resulted to form a square which increases the scores of player. The user cannot join two dots placed diagonally.  
   
**e) SPECIAL BOXES**Some boxes have images within them. Upon completing such boxes, the player might get some extra points, lose some points or may lose his chance. Hence, completing such boxes might prove to be advantageous as well as harmful to the score of the player.



**f) SCORE**For every box that a player completes one point is added to the player’s score, given that it is not a special box. If boxes are special then extra points may be added or subtracted from the score board of player as explained previously.