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 ?
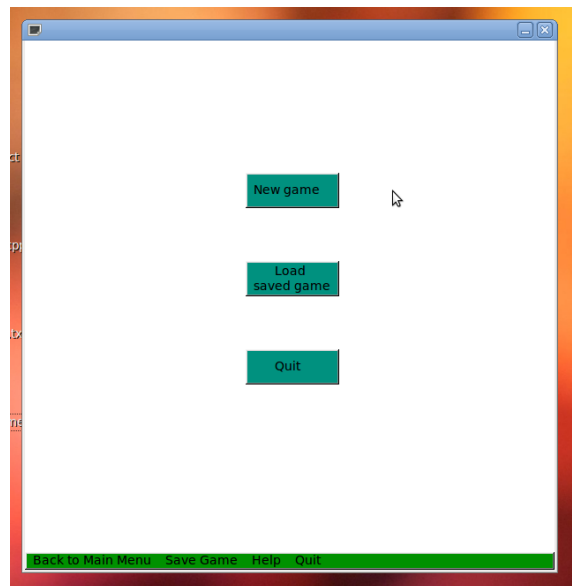 e) Special Boxes
 f) Score

a) WELCOME SCREEN
 Games starts with greeting text of three options :
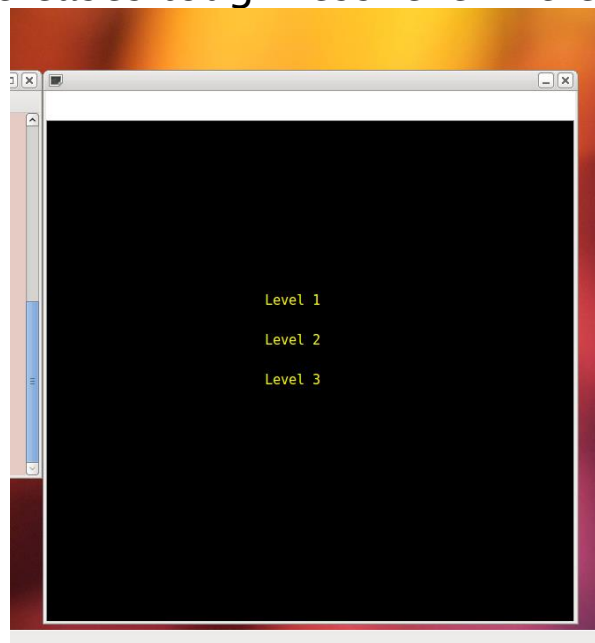 1 New Game : Game starts ,enjoy further.
 2 Load Saved GAME :Saved game is ready to play.
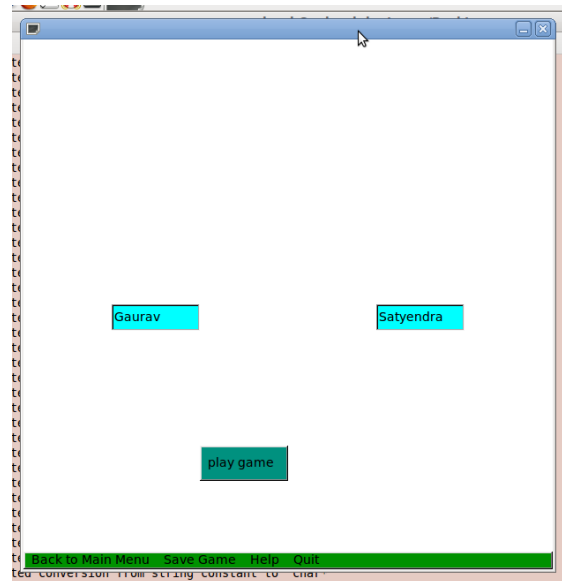 3 Quit : exit from the game .

b) LEVEL

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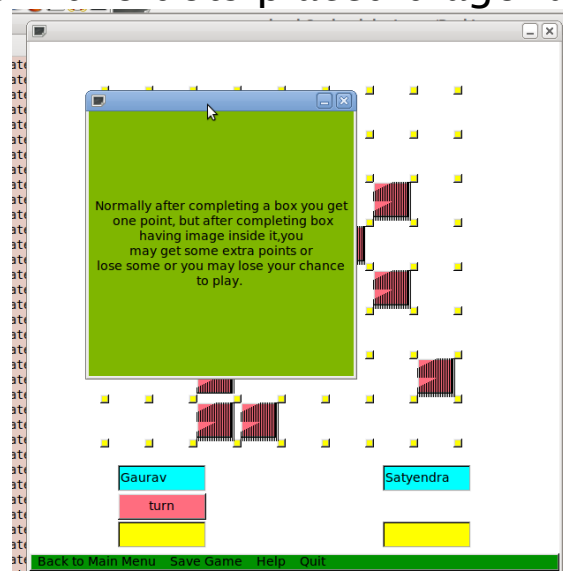As level increases toughness level increases.

c) PLAYER NAME

User is required to enter one or two players name

according as the game mode selected is 1Player or
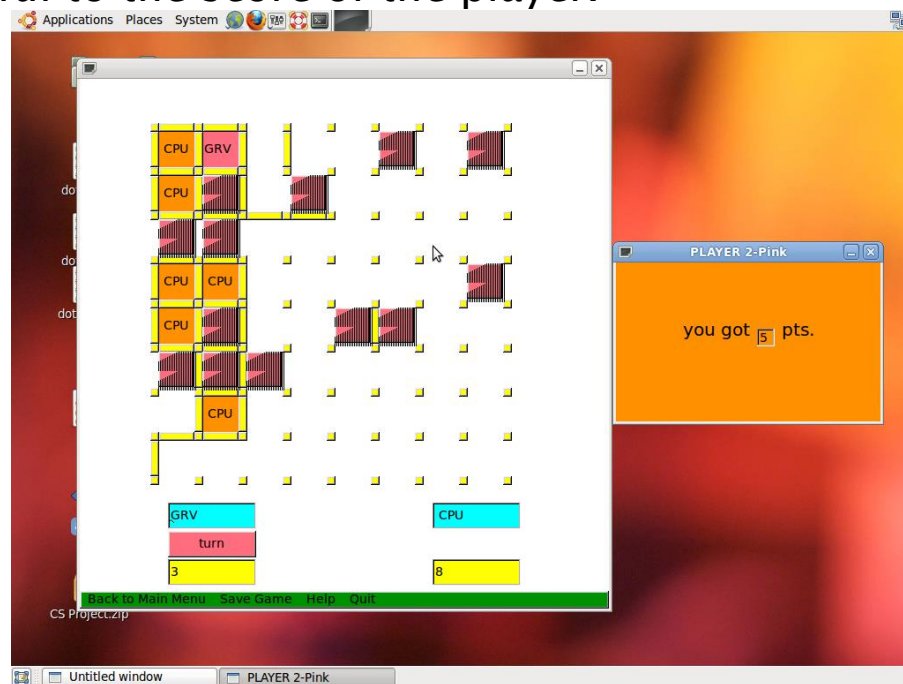2Player.

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.