

CSM 2040 – Windows Programming

Course Assignment 2004

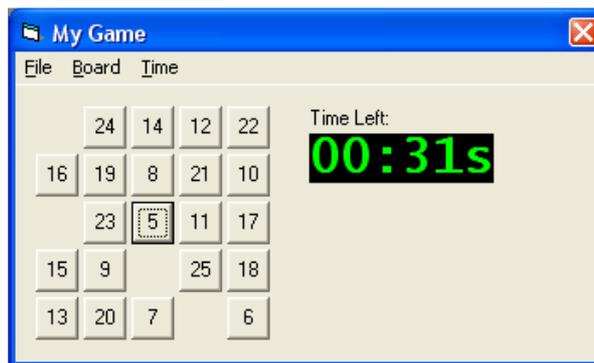
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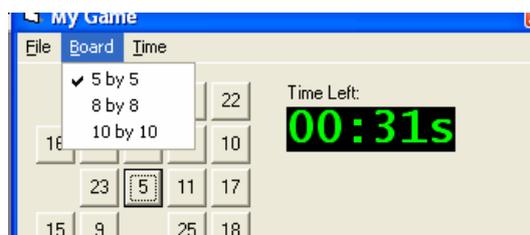
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- This assignment carries 40% of your final mark.
- The assignment may be programmed in either C or PowerBasic.
- Basic Requirements:
 - The objective of the assignment is to create a simple game.
 - The game will consist of a window containing, say, 100 buttons arranged in a 10 by 10 button grid. The buttons will be labeled starting from 1 to 100 but arranged in random order.
 - The objective of the game is to click all buttons in the right order within a time limit.
 - The following is a sample screen shot of what the game could look like:



- Each time a button (in the right order) is clicked, it should disappear.
- Under the "File" menu there should be a "Start Game" item that starts a new game and the timer, together with an "Exit" item that closes the application when selected. Before the application is closed an "Are you sure?" yes/no message box should pop up to confirm the choice.
- Under the "Board" menu, the user selects the size of the board to play with. You must support 3 board sizes. 5 by 5, 8 by 8, and 10 by 10. The menu should have check boxes to indicate the board size selected.



- Under the "Time" menu, the user selects the time limit for a game. You must support 3 time limits. 20 seconds, 40 seconds, and 60 seconds. The menu should have check boxes to indicate the time limit selected.

- The program must be accompanied by a technical report describing any implementation details and techniques used to complete the assignment.
- The first page of the assignment MUST contain a small table listing each component of the assignment, whether it was fully, partially or not completed, and comments. Failure to include this table will result in forfeiture of all marks. The table can look like:

Item	Status	Comment
Main Window	Completed	None
Button Grid	Partial	Not enough time
Timing component	Not Completed	Too difficult

- PLAGIARISM WILL NOT BE TOLERATED.
- Do refer to the assignment instructions found at webster.cs.um.edu.mt/kguil/assignment.html.