



Java Games Item Type Screen Shots



This document contains some screen shots of our innovative Java games item types we have implemented so far. Descriptions are given alongside the images

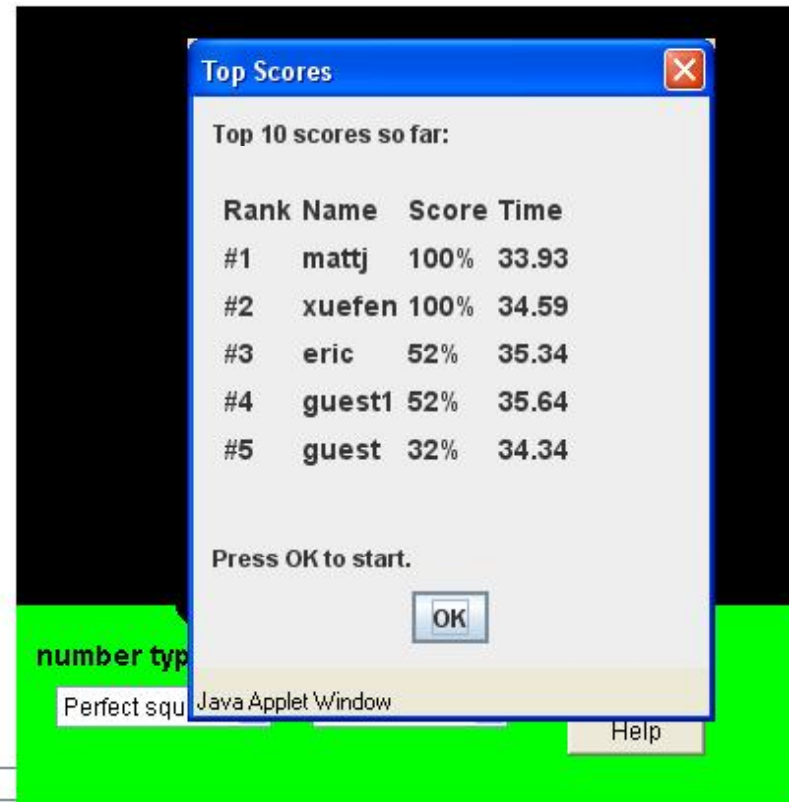


Balloon Shooting Game

- This game teaches the user the number concepts in mathematics.
- Numbers are displayed in the form of popping balloons for the user to shoot the correct ones.
- Currently implemented numbers are perfect squares, multiples of 7 and prime numbers.

Balloon Shooting Game

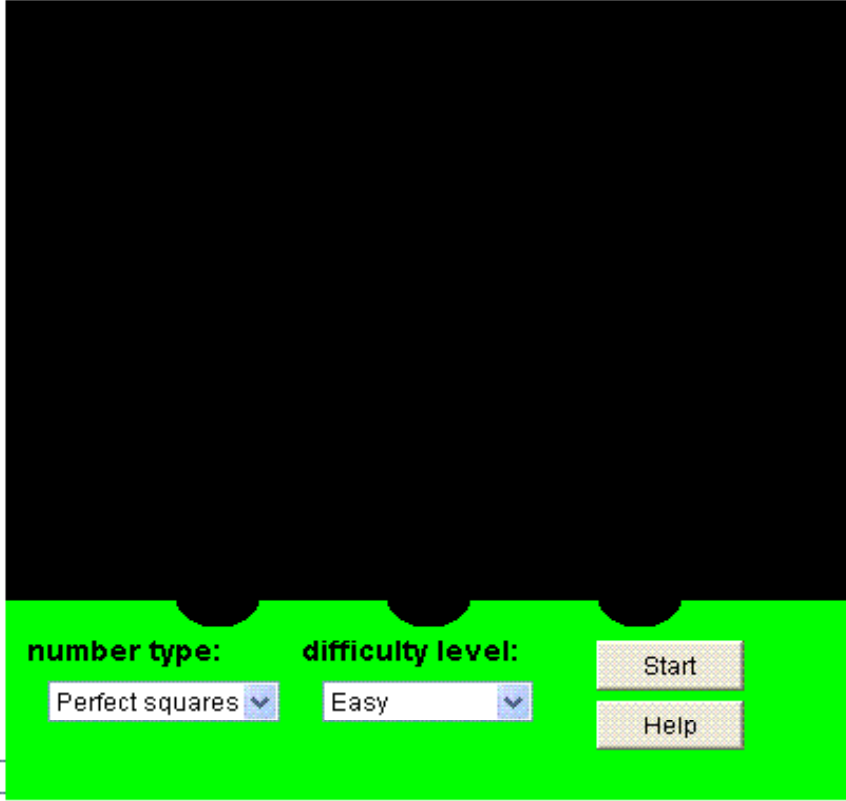
Screen 1



Once the game is started, the top 10 scores are displayed for the user to see.

Balloon Shooting Game

Screen 2



number type: difficulty level:

Perfect squares ▼ Easy ▼

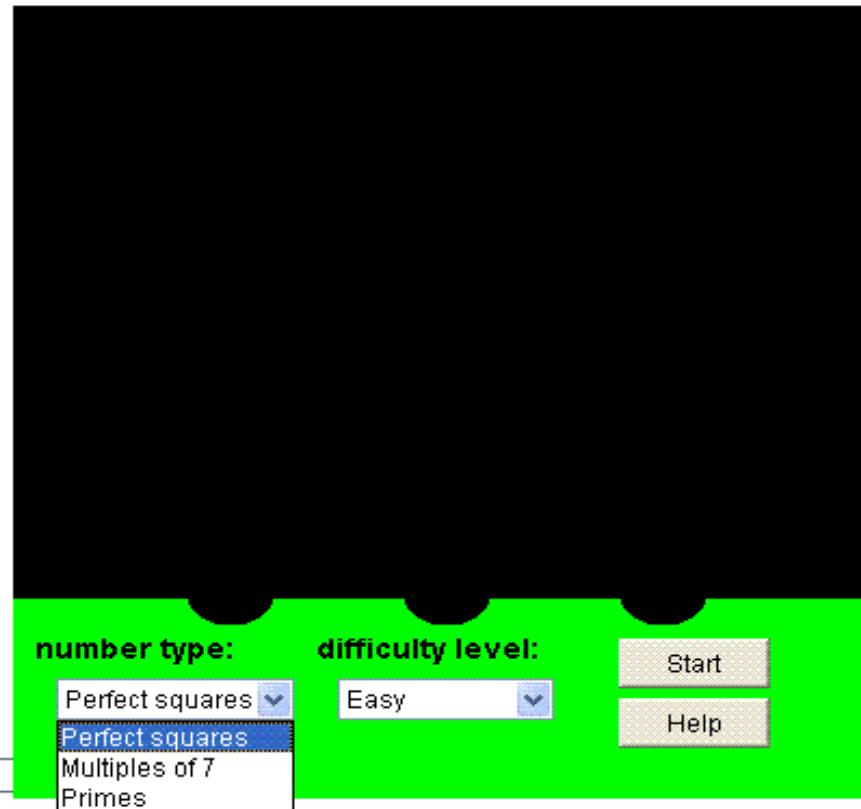
Start

Help

Once the OK button from Screen 1 is clicked, this screen is displayed for the user to configure the game by choosing the number type and the difficulty level.

Balloon Shooting Game

Screen 3



number type: difficulty level: Start Help

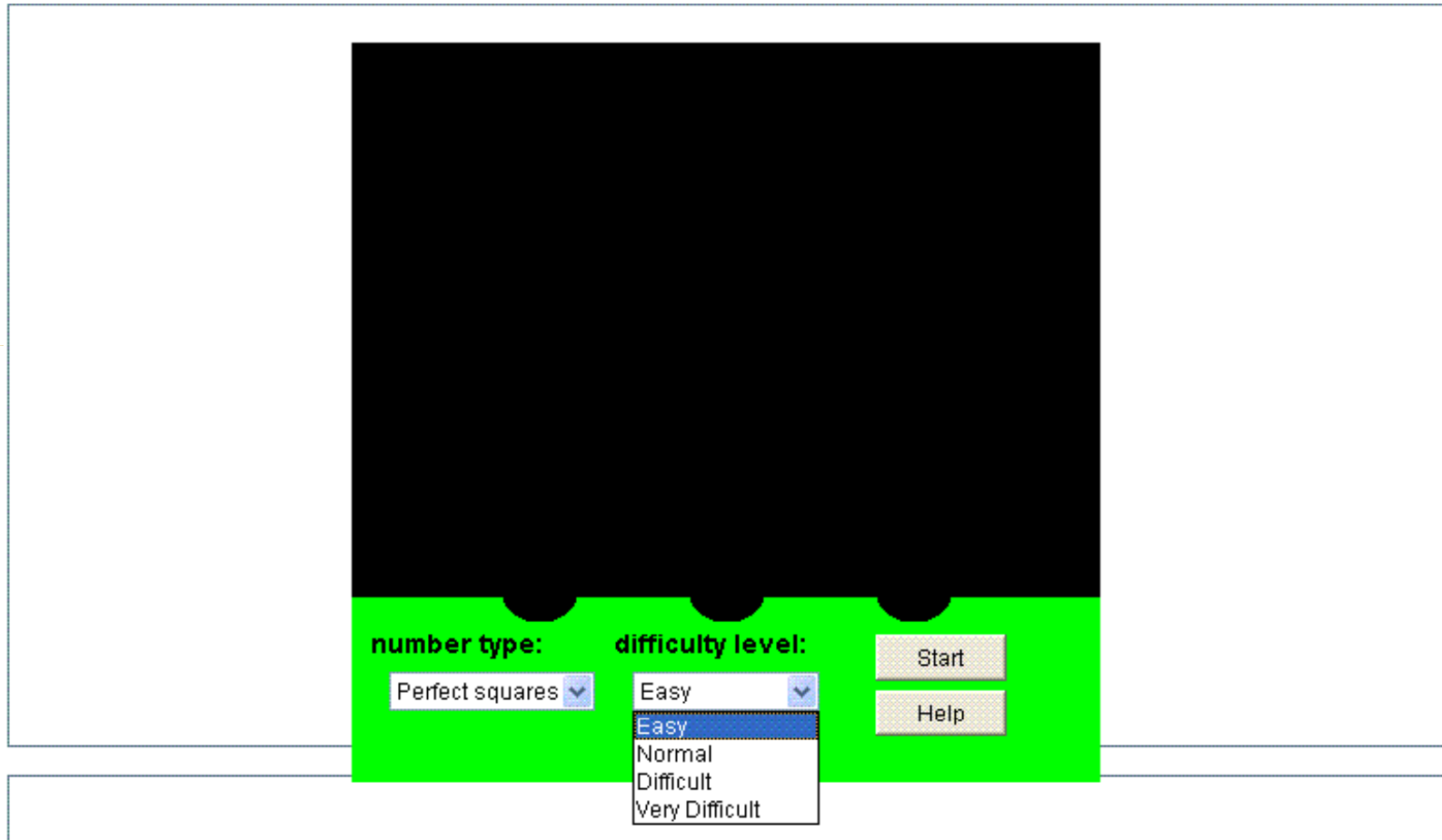
Perfect squares
Perfect squares
Multiples of 7
Primes

Easy

Here the user can select the number type from the number type drop down list. The user can either select perfect squares numbers, or multiples of 7 or prime numbers.

Balloon Shooting Game

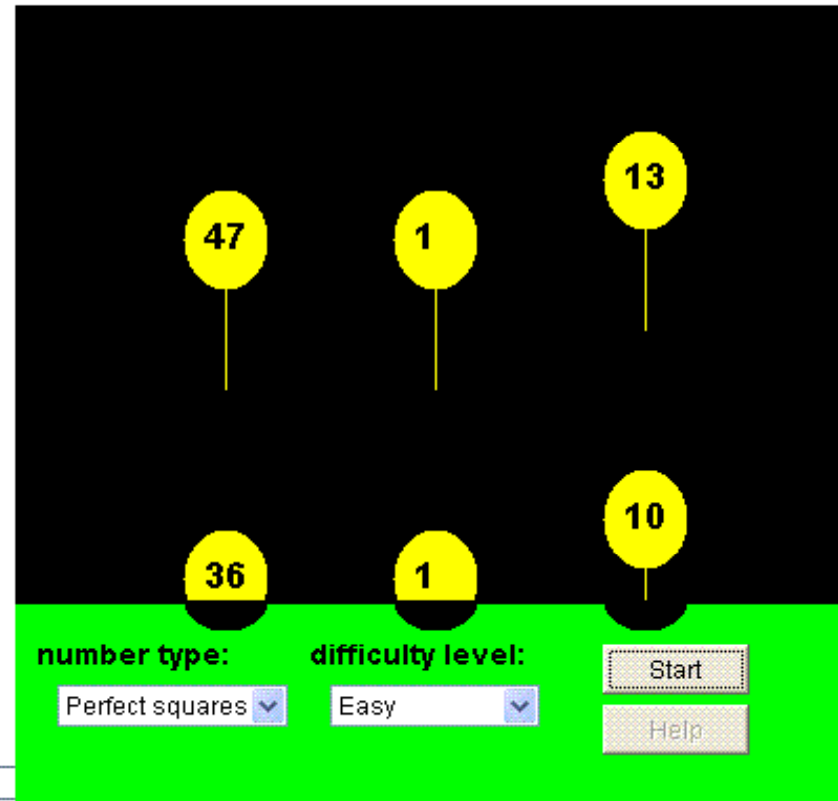
Screen 4



This game comes in 4 different difficulty levels. The user can choose from the easy, normal, difficult or very difficult from the difficulty level drop down list.

Balloon Shooting Game

Screen 5



After selecting the number type and the difficulty level, click the start button to start the game. The user can shoot the balloons by just clicking on it. The goal is to shoot all the correct numbers.

Balloon Shooting Game

Screen 6

The screenshot displays the game's end screen. A blue rectangular area in the center contains the following statistics:

```
LOWER_BOUND: 1
UPPER_BOUND: 50
NUMBER_TYPE: Perfect squares
BALLOON_INTERVAL: 2
TARGET_RATIO: 0.5
BALLOON_NUMBER: 50
CORRECT: 25
MISSED: 0
INCORRECT: 0
```

Below this area, on a green background, are two dropdown menus labeled "number type:" and "difficulty level:". The "number type:" dropdown is set to "Perfect squares" and the "difficulty level:" dropdown is set to "Easy". To the right of these are two buttons: "Start" and "Help".

Overlaid on the right side is a "Top Scores" dialog box. It lists the top 10 scores:

Rank	Name	Score	Time
#1	mattj	100%	33.93
#2	xuefen	100%	34.59
#3	guest	100%	36.65
#4	eric	52%	35.34
#5	guest1	52%	35.64

Below the table, it says "Press OK to continue." with an "OK" button. The dialog box is titled "Top Scores" and has a close button in the top right corner. The text "Java Applet Window" is visible at the bottom of the dialog.

At the end of the game, the game statistics is displayed for the user to see. If your score is among the top 10, your name and position you occupy is also displayed for you to see.



Crossword Puzzle Game

- This game tests the spelling ability of the user.
- A list of images is given and the user is required to name them in a crossword puzzle format.
- The goal of the game is to be fastest to name all the images in all the category.

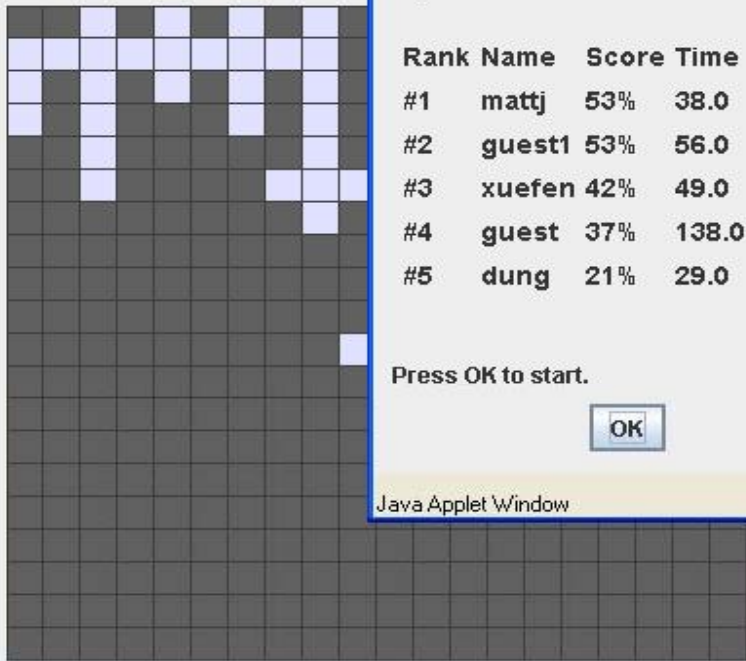
Crossword Puzzle Game

Screen 1

Instructions

1. Select an image clue from the list of images on the right.
2. Fill out your answer in the lit-up cells in the puzzle grid (be sure to do all categories).
3. When you are finished, press OK to start.

Puzzle Grid



Top Scores

Top 10 scores so far:

Rank	Name	Score	Time
#1	mattj	53%	38.0
#2	guest1	53%	56.0
#3	xuefen	42%	49.0
#4	guest	37%	138.0
#5	dung	21%	29.0

Press OK to start.

OK

Java Applet Window

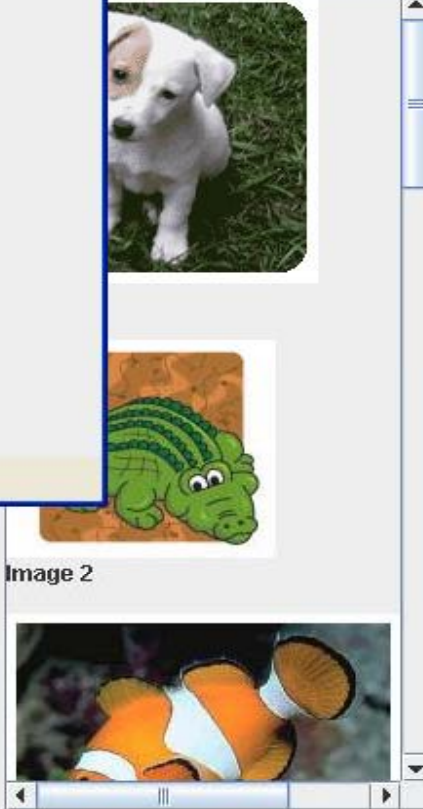
Keyboard

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Controls

Level/Category: Time: Timer not started.

Images



Like the previous game, once the game is started the top 10 scores are displayed for the user to see.

Crossword Puzzle Game

Screen 2

Instructions

1. Select an image clue from the list of images on the right.
2. Fill out your answer in the lit-up cells in the puzzle grid (be sure to do all categories).
3. When you are finished, press the Submit button to submit your answers.

Puzzle Grid

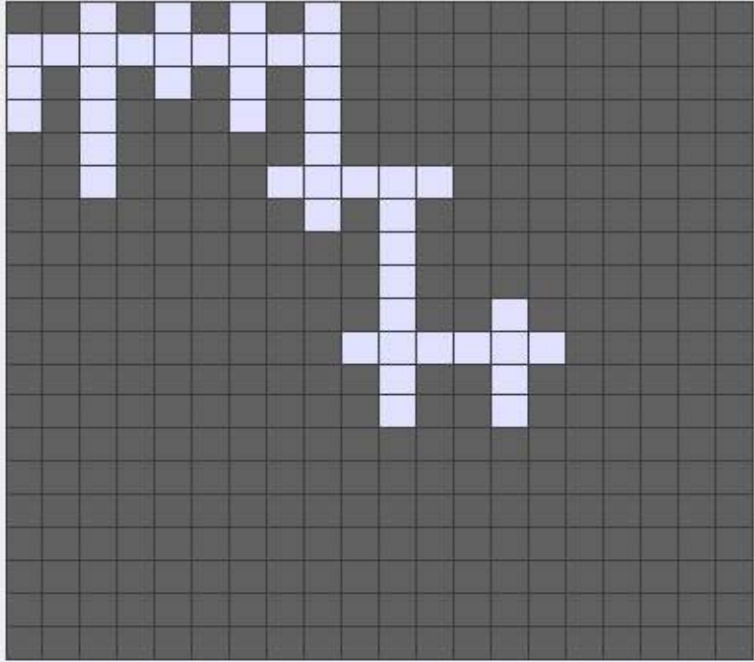


Image Clues



Image 1: 

Image 2: 

Keyboard

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Controls

Level/Category: Time spent: 7

The starting screen of the game looks like this, it has the instructions on the top, the puzzle grid, image clues, a soft keyboard, level/category, a timer and a submit button

Crossword Puzzle Game

Screen 3

Instructions

1. Select an image clue from the list of images on the right.
2. Fill out your answer in the lit-up cells in the puzzle grid (be sure to do all categories).
3. When you are finished, press the Submit button to submit your answers.

Puzzle Grid

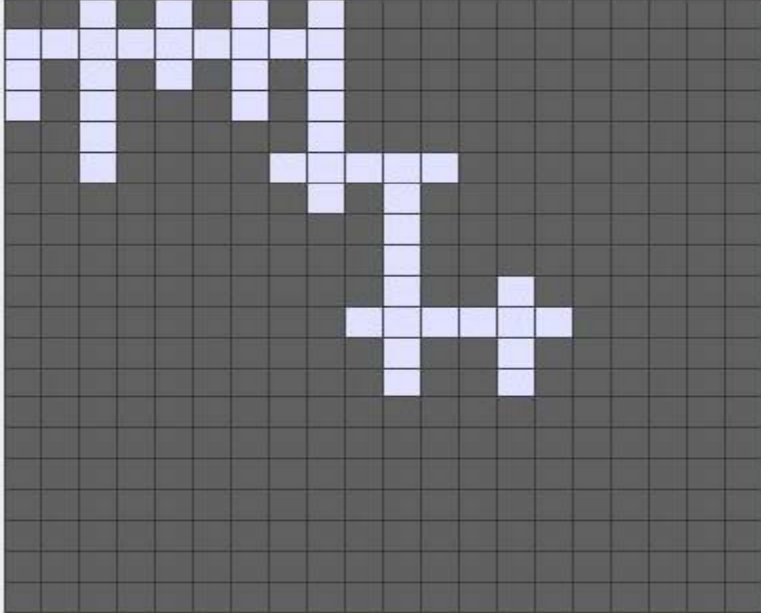


Image Clues



Image 1: 

Image 2: 

Keyboard

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Controls

Level/Category: animals ▼

- animals
- graph transformations
- English verbs

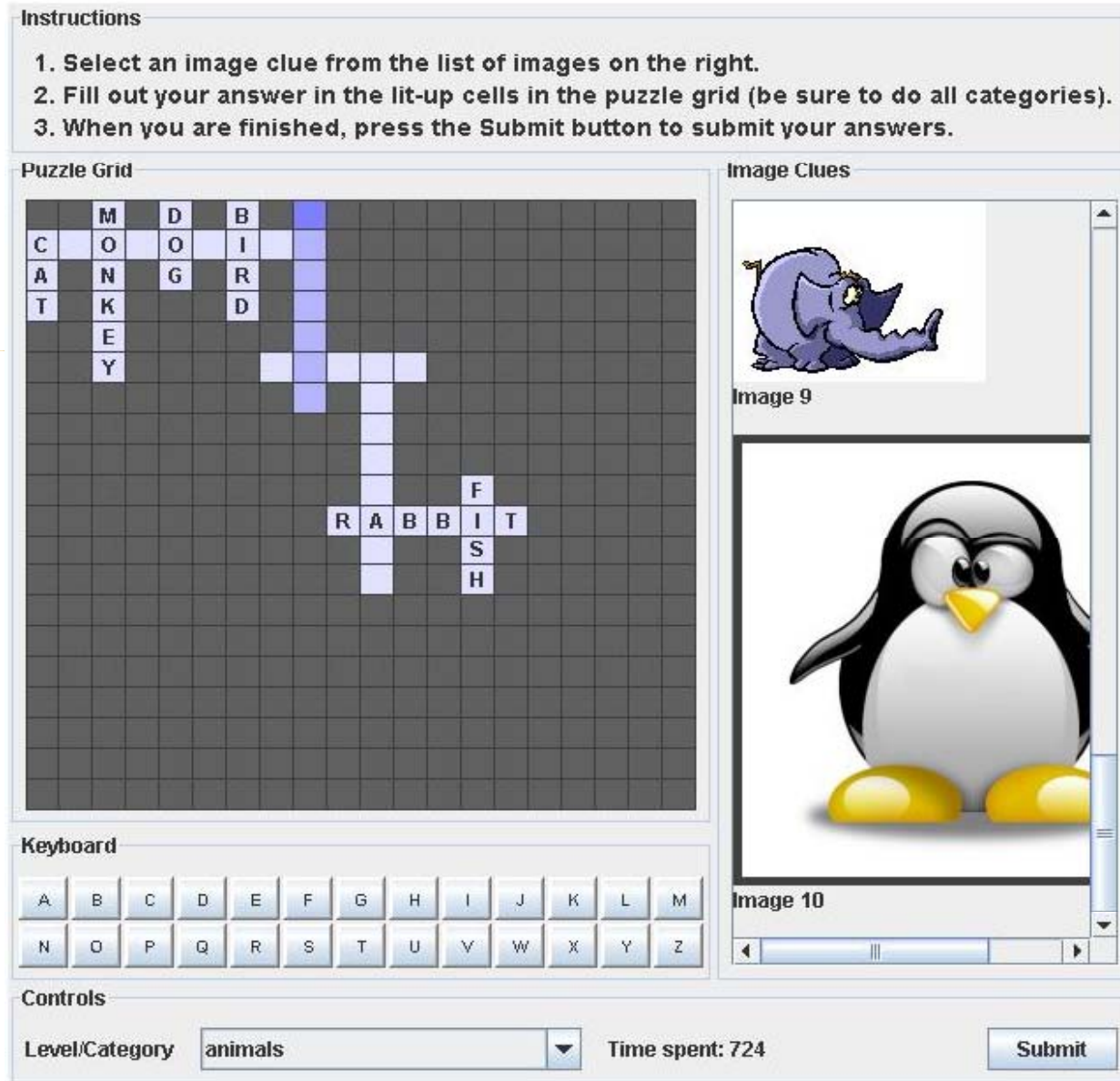
Time spent: 295

Submit

Currently this game has 3 categories: animals, graph transformations and English verbs. Depending on the category selected the displayed images in the image clues are different.

Crossword Puzzle Game

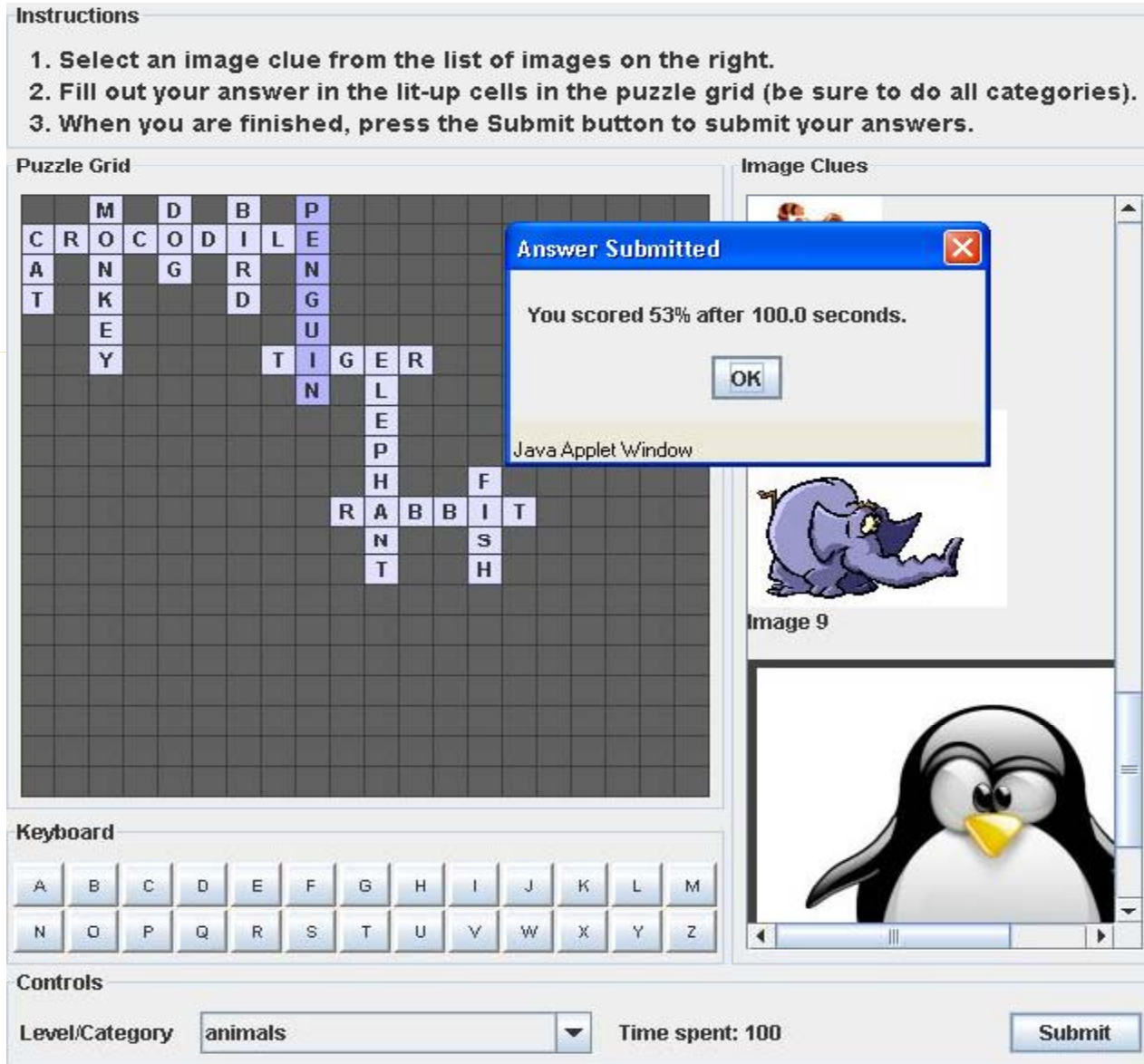
Screen 4



To start typing the names, just click on the image and block on the puzzle grid corresponding to image will be highlighted for you to type. You can use the keyboard or the soft keyboard provided to type your answer

Crossword Puzzle Game

Screen 5



After submitting your answer, your score is displayed for you to see.

Crossword Puzzle Game

Screen 6

Instructions

1. Select an image clue from the list of images on the right.
2. Fill out your answer in the lit-up cells in the puzzle grid (be sure to do all categories).
3. When you are finished, press the Submit button to submit your answers.

Puzzle Grid

Keyboard

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Controls

Level/Category: Time spent: 100

Top Scores

Top 10 scores so far:

Rank	Name	Score	Time
#1	guest	53%	100.0
#2	mattj	53%	38.0
#3	guest1	53%	56.0
#4	xuefen	42%	49.0
#5	dung	21%	29.0

Press OK to exit program.

Java Applet Window

At the end of the game if the user's score is within the top ten scores, the user's name and the position the user occupy is displayed among the top 10 scores.



The Shopping Game

- This game tests the arithmetic abilities of the user.
- A shopping cart is presented alongside with some images of item choices with a price tag on them.
- The goal of the game is for the user to make a selection that will match the exact amount given in the question in the least amount of time.

The Shopping Game

Screen 1

Instructions

Match items from the item choices to the correct requested items choices so that the total cost of all the chosen items is exactly \$1000.

0.0 < AND < 300.0

Time: 282

Required Items

Chair

Lamp

Lamp

Item Choices

Chair 100.0

Chair 150.0

Chair 175.0

Top Scores

Top 10 scores so far:

Rank	Name	Score	Time
#1	xuefen39%	54.0	
#2	guest133%	65.0	

Press OK to start.

OK

Submit

Java Applet Window

Like the other games, once the game is started, the top 10 scores are displayed for the user to see.

The Shopping Game

Screen 2

Instructions

Match items from the item choices to the correct requested items choices so that the total cost of all the chosen items is exactly \$1000.

0.0< AND <300.0

Time: 259

Furniture ▼

Submit


Required Items


Chair Chair


Lamp Lamp


Lamp

Item Choices


Chair 100.0


Chair 150.0


Chair 175.0



The screen looks like this when the game starts. It consists of the instructions, required items panel, the item choices panel, the category, a timer and the submit button

The Shopping Game

Screen 3

Instructions

Match items from the item choices to the correct requested items choices so that the total cost of all the chosen items is exactly \$1000.

0.0 < AND < 300.0

Time: 261


Required Items


Chair Chair


Lamp Lamp

Lamp

Item Choices


Chair 175.0


Chair 250.0


Lamp 100.0

Category Selection:

Furniture
Furniture
Groceries

Submit

This game currently has 2 categories implemented: furniture and groceries. Depending on the category selected the images displayed in Item Choices panel is different.

The Shopping Game

Screen 4

Instructions


Match items from the item choices to the correct requested items choices so that the total cost of all the chosen items is exactly \$1000.

0.0< AND <300.0

Time: 245


Required Items

Chair




100.0

Lamp




100.0




100.0


Item Choices




Chair 175.0



Chair 250.0



Lamp 100.0



Submit

To make a selection, first click any of the images in Item Choices panel and then click on the name of the item to display the selected image. The goal of this game is to answer the question in the least amount of time.

The Shopping Game

Screen 5

Instructions

Match items from the item choices to the correct requested items choices so that the total cost of all the chosen items is exactly \$1000.

0.0 < AND < 300.0

Time: 211

Required

Choices

Top Scores

Top 10 scores so far:

Rank	Name	Score	Time
#1	guest	49%	89.0
#2	xuefen39%	54.0	
#3	guest133%	65.0	

Press OK to continue.

OK

Java Applet Window

Furniture

Submit

225.0

300.0

Lamp 300.0

Table 200.0

At the end of the game, the user's score is displayed on the screen and ranked among the top 10 scores so far.