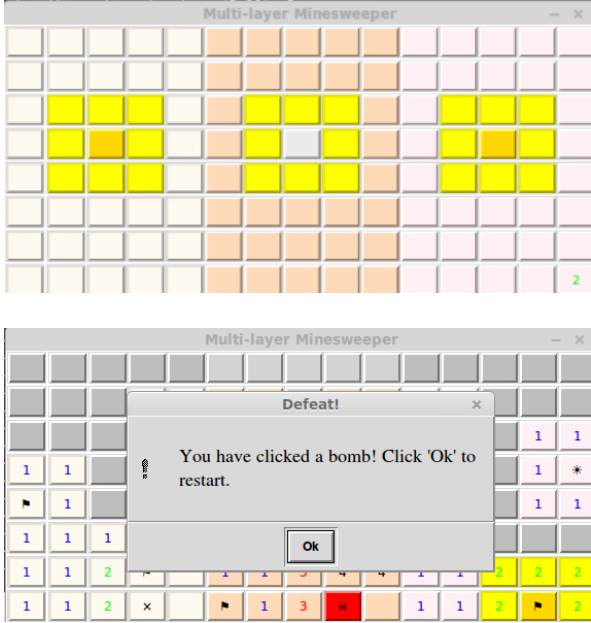
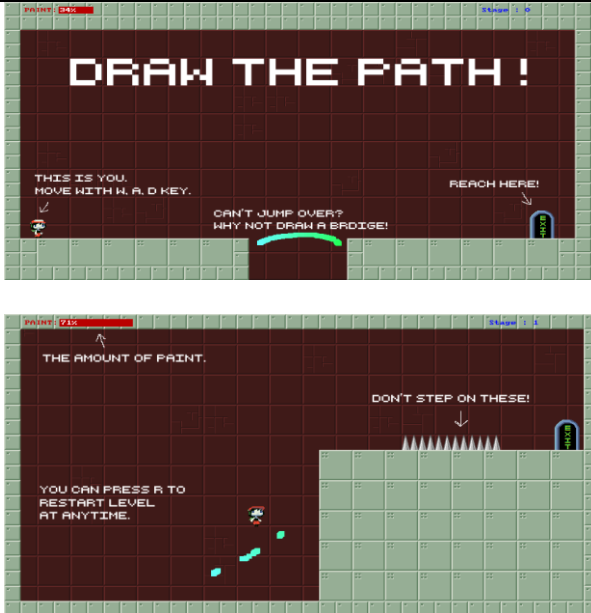


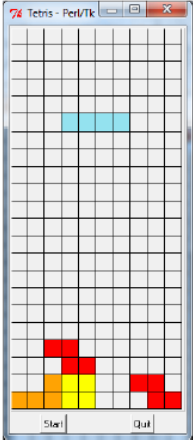
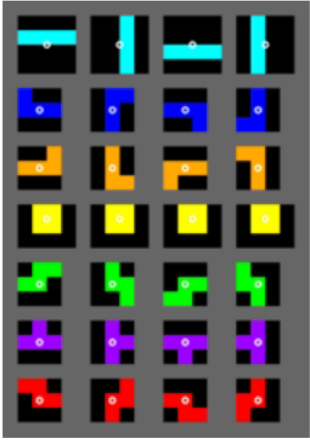

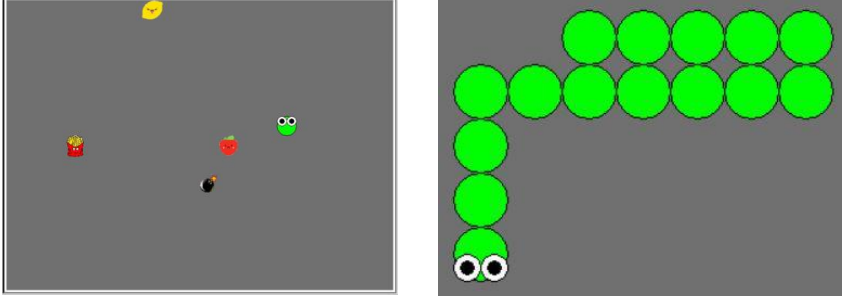
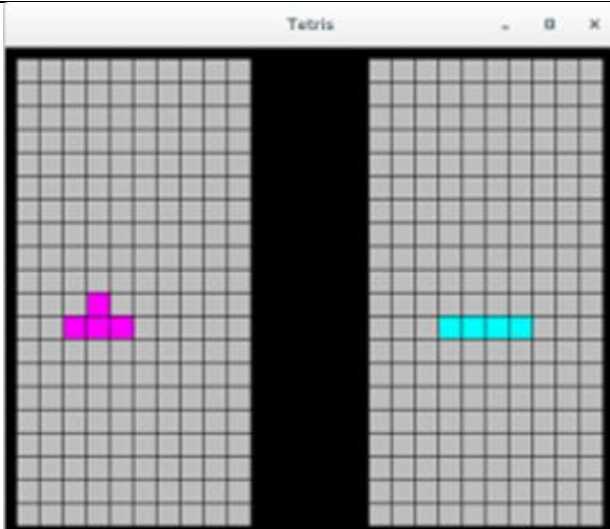




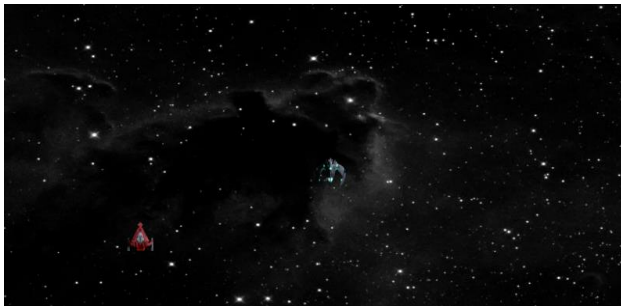




COMP2021 Spring 2015 Project List

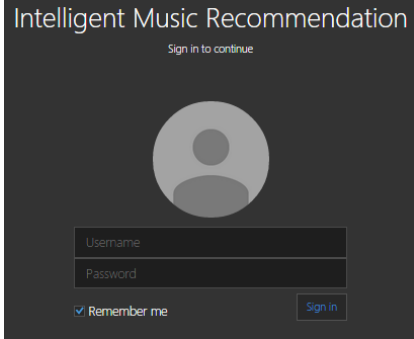
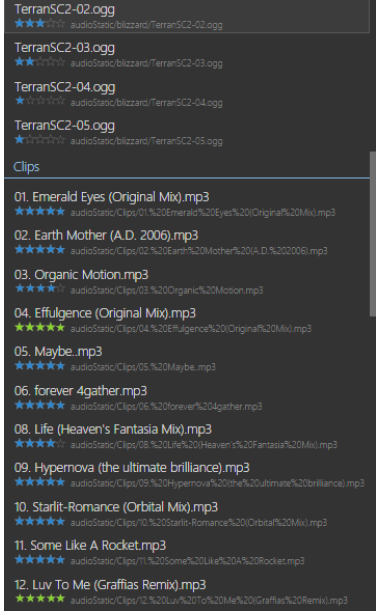
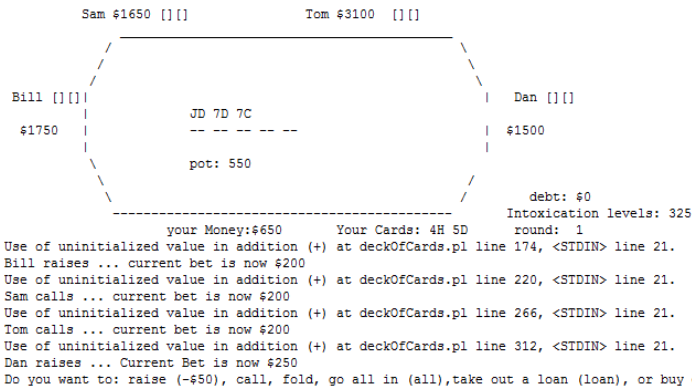
Project id	Project Topic	Snapshot
1	Multi-layer Minesweeper (Team: Team A)	 <p>Minesweeper expands to 3D, a maximum 26 surrounding mines. Implemented with TK module.</p>
2	Draw the Path (Team: Longest)	 <p>An original game which combines 2D Platformer game with puzzle solving by painting. Users SDL and Box2D modules are used.</p>

3	Monopoly Online (Team: ASK)	  <p>Monopoly board game. 2-4 users with both offline and online (attempted) version. Implemented with Perl/TK and Canvas. There're 28 land cards supported.</p>
4	Tetris (Team: Tetris)	  <p>Classic Tetris game, follow strictly specification enforced by The Tetris Company. GUI with Perl/TK, event driven.</p>
5	Greedy Snake	

		 <p>A greedy snake game with TK module. The snake eats fruits, junk food to earn or lose points. There're also bombs. Demo of the project @ http://youtu.be/cQ0kMYKMsSk</p>
6	Tetris Battle (Team: The Blazers)	 <p>Offline two user Tetris battle with TK module. To distinguish with the previous Tetris group, this team has 3 'food' team members.</p>
7	Block Puzzle Game (Team: Anonymous)	

		 <p>Push the stone to the destination no matter what are the obstacles you may meet! The game implements target block, breakable block, light and heavy block. Together with monster unicorns. Implemented with Perl SDL and Box2D. Demo of the project @ https://youtu.be/XaQYKt6uNXU</p>
8	Galaxy Wars SDL (Team: Click Team Alpha)	    <p>Action!Guns!Ships!A tint of sci-fi, and Star Wars fandom! With Perl SDL and imagemagick.</p>

9	Win the Facebook (Team: Rasmus Limited)	<div data-bbox="586 205 1438 520"> <h3>Review</h3> <p>If your app asks for more than than <code>public_profile</code>, <code>email</code> and <code>user_friends</code> it will require review by Facebook before your app can be used by people other than the app's developers.</p> <p>The time to review your app is usually about 7 business days. Some extra-sensitive permissions, as noted below, can take up to 14 business days.</p> <p>Learn more about our review process in our documentation on reviews.</p> </div> <p>Original goal is to send personalized greeting to Facebook user. Used different trial approaches, however was restricted with Facebook privacy regulations and OAuth2. The final result is be able to retrieve one's friends list via obtaining the security token in a clever twist.</p>
10	Crush Game (Team: M1)	<div data-bbox="586 747 1438 1203">  </div> <p>A match-three game based on candy crush saga. TK module for buttons, label, frame, dialog. Graphics from Internet with editing. Background sound effect by Win32::Sound. Score list stored through I/O.</p>

11	Music Recommendation (Team: NotYetDecided)	<div data-bbox="597 195 1008 531">  </div> <div data-bbox="1019 195 1393 802">  </div> <p data-bbox="581 842 1422 915">A (pilot) music recommender system who make predicted rating to you according to the rating of other users.</p>
12	Texas Hold'em (Team: Bling)	<div data-bbox="586 963 1274 1348">  </div> <p data-bbox="581 1386 1412 1526">A gambling game, with thoughts of life, loan, and buying drinks to AIs so they bet more fearlessly :) Presentation available @ https://prezi.com/3xkl1r3vgdvvb/comp-2021-project/</p>

13

Image Editor and Sharing System



Workspace and Toolbar

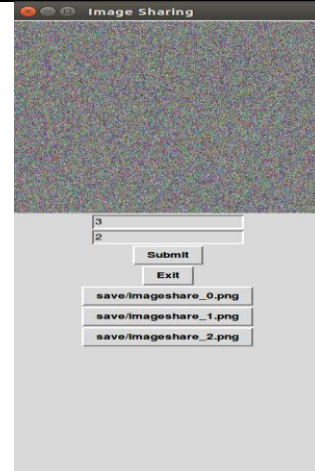


Image split and noise image share. Can be combined back to original image.

An offline image editor purely done by Perl (TK module, Image::Magick). Functions implemented include Image Filter, Rotate, Crop, Flip, Flop
Undo, Redo. It also implements secure image share and image recovery.

Demo of the project @

<https://www.youtube.com/watch?v=Uwp20AB2Hul>