

Jigsaw Puzzle Game (with Interlocking Pieces)

This game simulates, in a simple way, doing a Jigsaw Puzzle. The game starts with a picture which has been separated into pieces which are randomly placed, and the object of the game is, naturally, to piece together the original picture. There are 60 pieces. The pieces are interlocking, as in a standard jigsaw puzzle.

To Install and Run the Program

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “Interlocking Jigsaw” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). From the IDE, load the program “Interlocking Jigsaw.bas” from the “Interlocking Jigsaw” folder and make sure that you have the Run Option “Save EXE in source folder” checked.

[https://www.dropbox.com/s/dkiegjbwzqbbn20/Interlocking Jigsaw.zip?dl=0](https://www.dropbox.com/s/dkiegjbwzqbbn20/Interlocking%20Jigsaw.zip?dl=0)

Screen size must be 1400 x 820 or larger.

The first time that you run the program, you will have to click on a picture of a mouse (rodent). This is so that the program knows which mouse button to respond to in all cases (as far as I know) of button configuration. There may be a slight delay after you click. After that, you also have to click with the opposite mouse button. Then you will be shown a map of the world. Select your region. (This cannot be changed thereafter).

Entering the game, firstly choose the picture you wish to play with by mouse click. There is a choice of six pictures. The program then enters the play area.

When doing the puzzle, the screen is divided into 3 regions. At the bottom left is a grid where the pieces are assembled to form the finished picture. At the top right is a small reference picture. Surrounding the picture grid are the pieces to be moved, which are randomly placed with random orientation. Move pieces by normal mouse button single click, which picks up the piece. The picked-up piece will then move with the cursor (drag-and-drop is not implemented – everything is done with single clicks). When selected, the piece can be moved into or out of the work area. Single click to drop and place the piece. If you click outside the work area, the selected piece will be returned to the stock. When a piece has been selected, it can be rotated by by opposite mouse button single click.

When the pieces are placed correctly next to each other there is a 'perfect' fit with no gap: this does make the picture in the grid look slightly less “jigsaw-like” than would be desirable. The program will know when you have completed the puzzle.



At any point when a piece has not been selected, the reference picture may be enlarged by clicking on it (and then clicking again to reduce it).

The game is completed, naturally enough, when all the pieces are in their correct position and with correct orientation. Pressing Escape allows the puzzle to be aborted at any time.

The game comes with six pictures, some of which may be substituted by the user if desired. The supplied pictures are as follows:

1. A QB64-themed picture. This is assembled from members' avatar images, randomly selected at run time.
2. A (stylised) UK scene. Quite good for getting to grips with this program.
3. The higher arts.
4. A Christmas scene which younger family members may enjoy.
5. A fiendish puzzle for jigsaw puzzle aficionados.
6. A picture determined by the user's region.

The pictures numbered 2. to 5. are produced from .png images (file names A.png to D.png) in the work folder. If you wish to substitute your own files, then the file names must be A.png, B.png, C.png or D.png (image size around 1300x1000 is good). The region-dependent picture files have a specific naming scheme, and it is suggested that you do not substitute these.