

Puyo-Puyo

Introduction: Puyo-Puyo was written in Java and uses an assortment of PNG image files to create the display. The primary graphics library used is Graphics2D.

Configuration: Puyo-Puyo is highly customizable, and most of the configuration can be done by editing the properties file found in the “etc” folder. The following can be customized:

- Number of tiles and tile images – modify any of the “tiles*” properties to use a custom number of tiles and tile images
- Break size – modify the “breaksize” property to change how many tiles the player must line up to break a group of tiles
- Game speed – modify either of the “speed*” properties to change the games starting speed or speed progression
- Level progression – modify the “breaksperlevel” property to change how many tile breaks the user must achieve before advancing to the next difficulty level
- Active pieces – modify the “active.piece.size” property to change the amount of active pieces from something other than 2

Building: Puyo-Puyo uses an Ant build script. To build the entire project, invoke the “all” Ant target.

Other: Files such as the image files and properties files have been kept out of the application JAR file to facilitate customization.

Puyo-Puyo was developed and tested using Java 1.6.0 update 17.