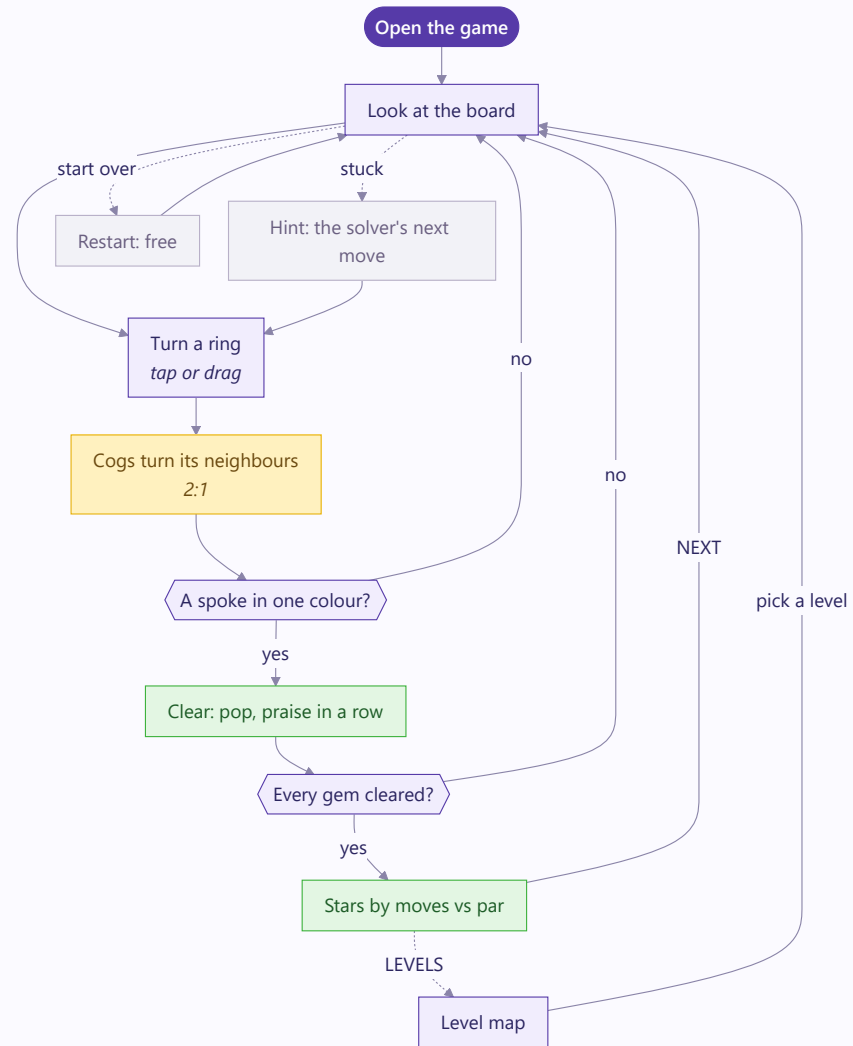


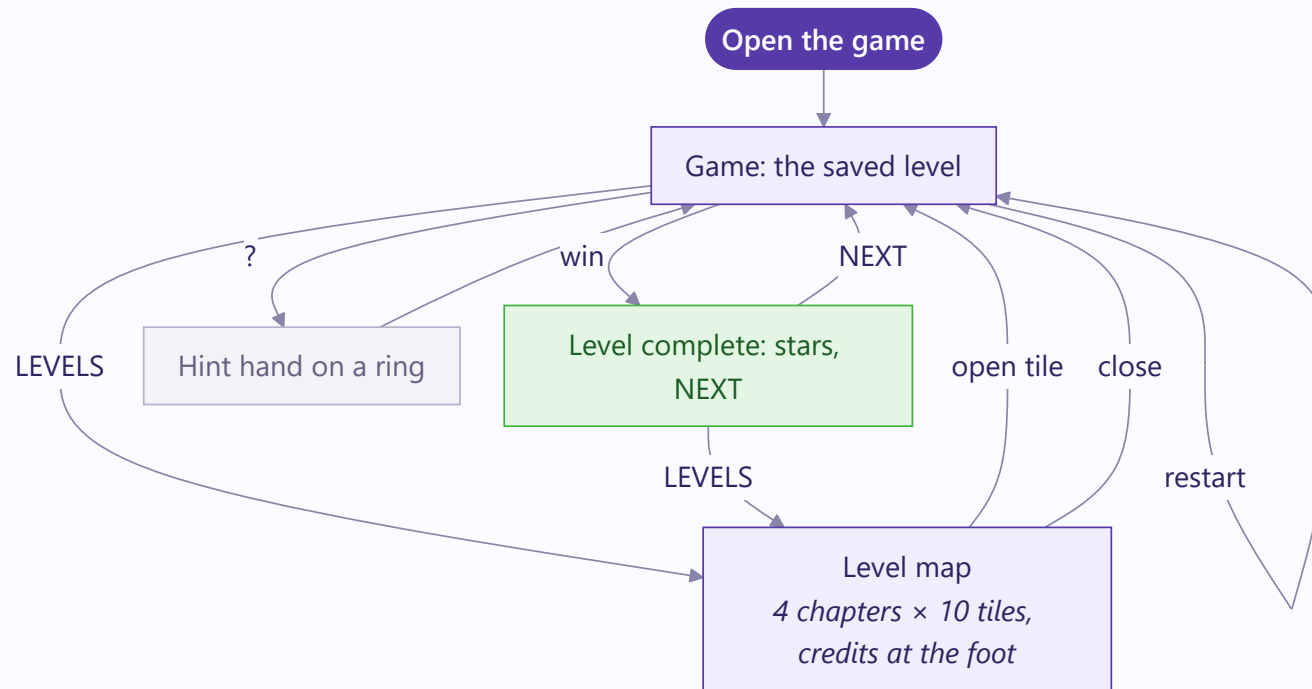
Look, turn, clear, win

No timer and no fail: the only pressure is the par, and help is always one tap away.



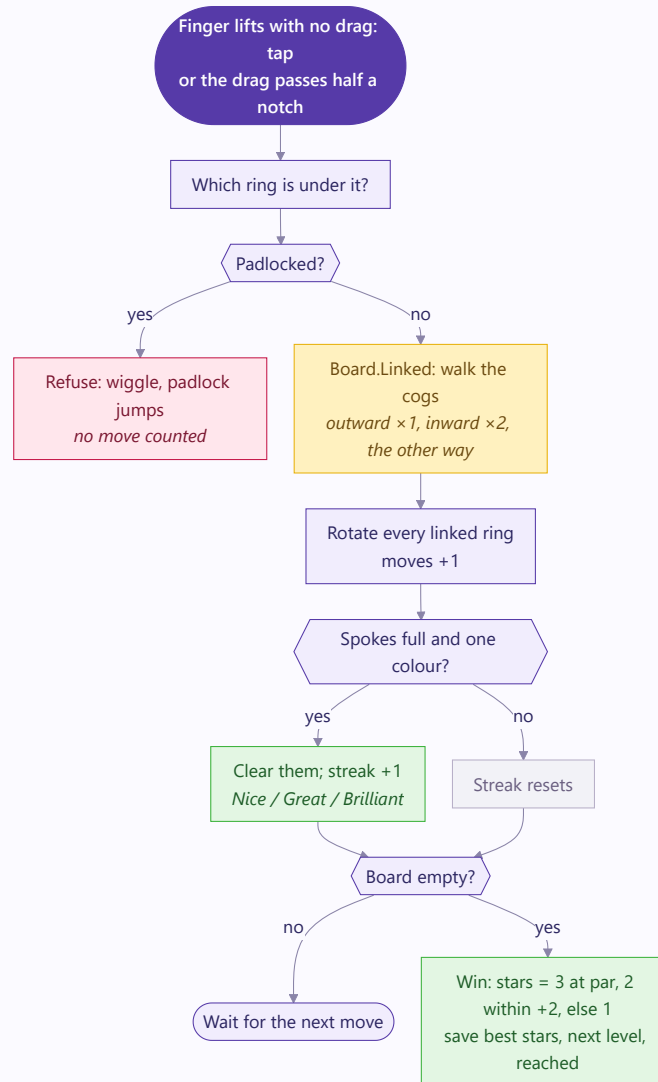
Screen flow

Two screens and a win card; the game opens straight on the saved level.



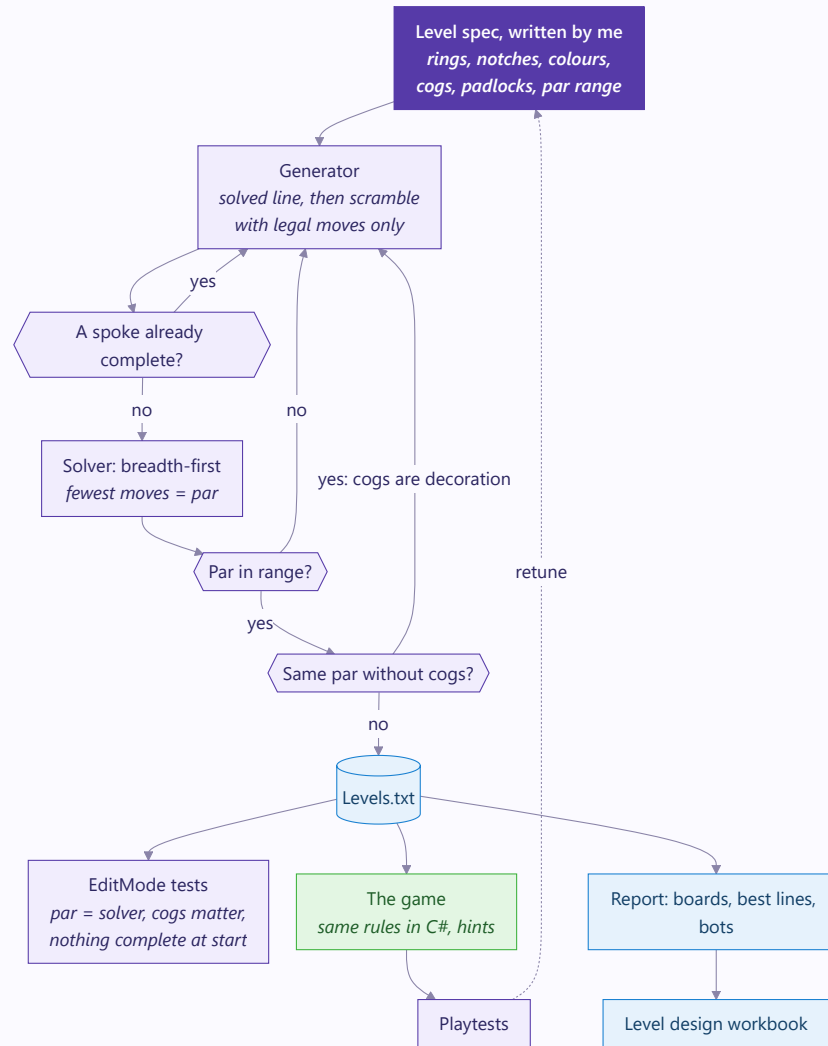
From the finger to the result

GameMain.Move and Board.Turn: the same rules drive the game, the solver, the hints and the tests.



How a level is made and proven

I decide the shape and the difficulty; the generator finds a layout that meets it, and the solver and tests prove it.



Architecture

Rules in pure C# with tests; MonoBehaviours only display, take input and animate; tools rebuild everything.

