

The following detail the multiple methods used for chunking the game of Poppit. All numerical statistics can be seen on the Poppit Stats Spreadsheet.

Method one: Eliminate Large clusters of balloons right from the start of the game. A large cluster was considered to be any cluster of 5 or more balloons. From the start of the game large clusters were eliminated randomly on a first saw basis. Once the large clusters were gone, smaller clusters were targeted to create larger. Typically I tried to make large clusters within the next two clicks of the game. As the game progresses closer to the end, small clusters begin to be the only way to eliminate balloons.

Method two: In this method one targets small clusters of balloon. A smaller cluster is two to four balloons. The next step is to begin from the left column and eliminate all the clusters possible within that column. Then continue to the right through each column until no possible clusters exist.

Method three: Again this method targets small clusters of balloons. This method is a little more complex than the last two methods. First one starts in the left upper corner and scans the first two columns. Before eliminating any balloons, you start to look ahead at how you can create future clusters so that all the balloons can be popped. This method is like playing a game of chess, one has to always be thinking ahead and analyzing how one move will affect future moves, or in our case the eliminations of balloons. Earlier it was stated that one start with only the first two columns, however the third or fourth may have to be considered at the start so that one can help eliminate the most possible balloons. This process is repeated as you move to the right of the board until no more clusters can be eliminated and the game ends.