**Brain Box (Project Simple Description)**

* Team Members:
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* Additional Members:
  + Islam Magdy (Not Involved in the course)
* A game Box contains 2 Games :
  + Chess game :   
    1- Player Vs. PC  
    2- PC Vs. PC (For Educational Purposes , AI Agents)   
    3- Player Vs. Player (On the Same PC)  
    4- Player Vs. Player (On a Network)   
      
    Topics : OOP , Algorithms , AI , Data Structures , Design Patterns (Maybe) , Socket Programming (Maybe).
  + Portals:   
    A 2D adventure platformer game based on Solving Some Puzzles to reach some goals in the game, the hero will lose if he didn’t think well about the puzzle.  
    The hero of the game will target pieces of a crystal, travelling through different worlds choosing the world to travel to through a puzzles which give him the keyword to go.  
      
    Topics : OOP , Algorithms , AI , Math , Physics
  + 
* Basic Implementation Details:  
  Language C# - XNA Framework