

Anshika Sharma
0801CS221030

LATEX OF MINI PROJECT

```
\documentclass{article}
```

```
\usepackage{graphicx}
```

```
\usepackage{fancyhdr}
```

```
\title{Puzzle Game}
```

```
\author{Anshika Sharma \ 0801CS221030}
```

```
\date{\today}
```

```
\begin{document}
```

```
\maketitle
```

```
\pagestyle{fancy}
```

```
\fancyhf{}
```

```
\lhead{0801CS221030}
```

```
\begin{figure}[h]
```

```
\centering
```

```
\includegraphics[width=0.6\textwidth]{Screenshot (18).png}
```

```
\caption{Game Screenshot}
```

```
\end{figure}
```

```
\section{Description}
```

This is a Java puzzle game created using the AWT and Swing libraries. It offers a fun and interactive gaming experience, perfect for puzzle enthusiasts of all ages.

Anshika Sharma
0801CS221030

`\section{Features}`

`\begin{itemize}`

`\item Interactive puzzle gameplay with AWT and Swing GUI.`

`\item Scoring system to track player performance.`

`\item You can restart the game multiple times.`

`\end{itemize}`

`\section{How to Play}`

`\begin{itemize}`

`\item Use your mouse to interact with the game.`

`\item Click and drag pieces to move them.`

`\item Complete the puzzle as fast as you can to achieve a high score.`

`\end{itemize}`

`\end{document}`