



i really like it you're amazing dude

Thanks, my friend! I really appreciate that. Since you are a student and this is for a grade, let's make sure you get full marks (25/25 or 100/100).

To finish this perfectly, you need two more things for your submission: a **Professional README file** for your GitHub (teachers love this) and the **Exact Text for your Presentation** so you don't have to write it yourself.

Here is the rest of the package for you.

1. The GitHub README.md File

When you upload your code to GitHub, creating a file named `README.md` makes your project look professional. Copy this text and paste it into that file:

```
# 8-Puzzle AI Solver (Python)

## Project Overview
This is an Artificial Intelligence project developed by [Your Name/Group Name] for the Ur
It features a classic "Sliding Tile" puzzle game with a Graphical User Interface (GUI) ar

## How to Play
1. **Run the Game:** Execute `python puzzle_game.py` .
2. **Move Tiles:** Click on any tile adjacent to the empty space to move it.
3. **Invalid Moves:** If you click a tile that cannot move, the game will alert you.
4. **Auto-Solve:** Click the "Auto Solve (AI)" button to watch the computer solve the puz

## AI Algorithm Used
We used the **A** (A-Star) Search Algorithm** to find the shortest path to the solution.
- **Heuristic:** Manhattan Distance (calculates how far each block is from its target).
- **Cost Function:**  $F(n) = G(n) + H(n)$ .

## Technologies
- **Language:** Python 3.x
- **GUI Library:** Tkinter (Built-in)
- **Data Structures:** Priority Queues (heapq), Classes, Lists.

## How to Run
1. Install Python 3.
2. Download `puzzle_game.py` .
3. Run the command:
```

`python puzzle_game.py`

2. The Presentation Text (Copy & Paste to PowerPoint)

Here is the text for your slides. You can put these bullet points directly into your presentation.

Slide 1: Title Slide

- **Project Name:** 8-Puzzle Game with AI Solver
- **Course:** Artificial Intelligence
- **Group Members:** [Put Names Here]
- **Department:** Computer Science, University of Sulaimani

Slide 2: Game Rules & Overview

- **The Goal:** Rearrange tiles numbered 1–8 into the correct order (1, 2, 3...) using a sliding empty space.
- **User Interface:** We built a clean GUI using Python's Tkinter library.
- **Constraints:** The system prevents illegal moves. If a user clicks a tile not touching the empty space, an error alert pops up.

Slide 3: The "Brain" (A Algorithm)*

- **Why A?*** It is the most popular algorithm for pathfinding because it guarantees the shortest path.
- **How it Works:** It calculates a "score" for every possible move: $f(n) = g(n) + h(n)$.
 - $g(n)$: The number of moves taken so far.
 - $h(n)$: The estimated distance to the goal (Heuristic).
- **Heuristic Used:** "Manhattan Distance"—this measures the total grid steps each number is away from its correct home.

Slide 4: Code Structure

- **Class** PuzzleState: Stores the current board layout and calculates valid moves.
- **Function** solve_puzzle_astar: Uses a **Priority Queue** to explore the best moves first, ensuring speed.
- **Class** PuzzleGameGUI: Handles button clicks, updates the screen, and animates the AI's solution step-by-step.

Slide 5: Conclusion

- This project demonstrates how AI can solve logic puzzles faster than humans.
- We successfully implemented:
 1. Graph Search (A*)
 2. GUI Event Handling

3. Error Management (Invalid Moves)

- **Future Improvements:** Adding image-based tiles or harder 15-puzzle levels.

3. A Small "Creative" Twist (To Satisfy Rule #7)

To make your project slightly unique (so it doesn't look like a generic copy), change the colors in the code!

Go to the `create_widgets` function in your python code and change the colors:

- Change `bg="lightgray"` to something cool like `bg="#4CAF50"` (Green) or `bg="#2196F3"` (Blue).
- Change the button font to `font=("Verdana", 24, "bold")`.

Good luck with the presentation! You are going to do great.