

HCL INTERNSHIP – MINI PROJECT

Balaji Manchi

39120015

IT A-1

ABSTRACT:

Online Multiplayer Game(Dots-And boxes):

- ➔ It is a well-known game as Dots-And –Boxes. Which we all played in our child-hood.
- ➔ In a brief, we will take a grid (rows*columns). We can design our grid however we want using how many rows and columns we want each.
- ➔ And we will create two colours for two players to have unique representation.
- ➔ And the game starts now.

Walk-through:

- ➔ The code uses an array of size(num-dots-1)*(num-dots-1) to keep track of the count of marked edges of each box.
- ➔ Whenever player-1 marks an edge around a box, the value of the array associated with that box is decremented by 1 and when it is marked by player 2 it is incremented by 1.
- ➔ Whenever any element of this array reaches a value of -4(or4), this indicates that player-1(player-2) has successfully created the box.
- ➔ The game is concluded when all the edges have been marked.
- ➔ The result screen then displays the winner and the number of boxes marked by each player.

Controls:

1. Specify the size of the game.
2. Player-1 starts the game.
3. Click on edges to mark them.
4. If a box is made, it gets shaded with the player assigned colour.
5. When all the edges are marked, the result is displayed on the result screen.
6. Click on play again to play again.

Features:

- ➔ It is a two player game.
- ➔ First player to get a point wins the game.
- ➔ It is 2-D game.

Technologies: HTML, CSS, Javascript.

Scope: It is a multiplayer game, the primary aim of this game is to create functional & usable project.

Ideation Map:



