SPL1 Project Proposal Form, 2022
Institute of Information Technology (IIT)
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Project Description:

The aim of this project, named **"EduGame"** , is for developing an enjoyable learning process and to generate some algorithm based problems for the user. This will open a new sphere for the beginners and new learners by helping in algorithm processing. The program will request users to either **sign up** or **sign in**. After a valid sign in it will take the user to the first level of the game. There will be the **visualization** of algorithms and some **questions** based on it. If the user answers the minimum predefined questions correctly then he will proceed to the next level. For each correct answer the user will get a **point**. Algorithms and the questions will be more complex in the posterior level. Finally it will show the **total point**. The following algorithms will be implemented in the project-
1.BFS
2.DFS
3.Topological Sorting
4.Strongly connected components
5.Shortest path(Dijkstra's shortest path algorithm)
6.Minimum spanning tree(Kruskal's algorithm)
7.Minimum spanning tree(Prim's algorithm)

Languages or Tools to be used:C, C++, Illustrator.

Supervisor's Name: Prof. Kazi Muheymin-Us-Sakib

Signature of the supervisor:

Date: 04 January 2023