

Offline Games Collection

Project Name: Offline Games Collection

Project Moto: Our goal is to provide users with a versatile platform for playing and enjoying offline games. This project is designed to cater to a wide audience by offering a collection of engaging games, user-friendly interfaces, and leaderboard functionality—all without requiring an internet connection.

Team Name: **Static Playmakers**

Team Members:

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Benefits of This Project:

1. **Offline Accessibility:**
 - ✓ Users can play games without requiring an internet connection, making it suitable for regions with poor or unstable connectivity.
2. **Stress Relief and Entertainment:**
 - ✓ The project provides users with a variety of games to relieve stress and pass leisure time.
3. **Skill Development:**
 - ✓ Certain games, such as Sudoku Solver and Tower of Hanoi, help users enhance problem-solving and logical reasoning skills.
4. **Engagement and Competition:**
 - ✓ The leaderboard feature fosters healthy competition and motivates users to improve their scores.
5. **Educational Value:**
 - ✓ Games like Number Conversion System and Hangman serve an educational purpose while entertaining users.
6. **Sharpens Cognitive Skills:**
 - ✓ The Minesweeper game sharpens users' brain knowledge by improving strategic thinking and problem-solving abilities.
7. **Memory Enhancement:**
 - ✓ The Memory Match game enhances users' memory retention and recall skills through engaging gameplay.
8. **Multiplayer Functionality:**
 - ✓ The inclusion of multiplayer modes, such as "Player vs Player" in Tic Tac Toe, adds social interaction and fun to the gaming experience.
9. **Customization and Variety:**
 - ✓ Users can choose from a collection of games with varying levels of difficulty, ensuring engagement for all age groups.

Technologies Used in This Project:

1. Programming Language:

- Java (for core logic and game functionalities)

2. UI Framework:

- JavaFX (for building the graphical user interface)

3. Data Storage:

- Text files (for saving leaderboard data)

4. IDE Used:

- IntelliJ IDEA & Eclipse

5. Additional Tools:

- Scene Builder (for designing JavaFX layouts)
- CSS (for styling the application UI)

UI Design:

