**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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| --- | --- |
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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:**



