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Project Name: Fifteen Puzzle

Description: The goal of the fifteen puzzle is to un-jumble fifteen squares by repeatedly making moves that slide squares into the empty space.

How to play: In order to play, players must click on a moveable piece. A moveable piece is basically one that has a blank square next to it.

Extra features:

1. Animation with each successful move; a quick demo of the game would show that once a moveable piece is clicked, it would not only slide into the empty space, but the borders would light up in a gold color.

2. Gametime and music feature; a test or demo of the game would show that once the game starts exciting background music begins to play. A timer also keeps track of how long a player has been playing.

3. End of Game notification; a test or demo of the game would show that once the player has completely unshuffled the puzzle a background image change occurs that show that the player has won.

4. Extra Animation when game; a test or demo of the game would show that in addition the celebratory background image, The puzzle itself would light up along the borders in slight gold glow.