



# SOFTWARE PROJECT LAB-I

## Picture Puzzle Game

Institute of Information Technology, NSTU

BSSE 1st Batch

Submitted To

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Team name: **Team Kingfisher**

# 1. Overview

## 1.1 Introduction

This is a proposal for software project lab I. This project will be developed during the 3rd semester of BSSE 1st Batch, IIT, NSTU, from January 2019 to end of the semester and the final project will be delivered at March 2019. We hope, we will give the half work presentation during the 2<sup>nd</sup> week of February as directed. We will work along with our regular academic courses. This project is the implementation part of the course Software Project Lab - I.

## 1.2 Title

Desktop based Picture Puzzle Game Project.

## 1.3 Motivation

In the world about 80% people, who like to play games, like puzzle games. All of ages people want to develop their brain efficiency. Searching important things in a time are very important. To develop searching skill and kids brain efficiency, we want to build this project. If people improve their brain by playing puzzle game, they can support their life completely.

## 1.4 Objectives

Through this project our goal is to learn-

- Efficient OOP using JAVA, Swing, GUI.
- To Work in a group.
- To create desktop application.

## 1.5 Scope

- This game will be available on Facebook.
- We will add multiplayer game mode.
- Players can challenge one another.
- Later versions may be developed for Desktop and Android.

## 2. Project Delivery

### 2.1 Game Description

- It is a single player game. Later, we will add multiplayer game mode.
- A picture has been divided into many small pieces and sorted in disorderly.
- The player also can choice different mode as like as easy, medium, hard type. Easy mode has 12 pieces, Medium mode have 24 pieces, Hard mode have 36 pieces.
- Player will be sort these pieces orderly.
- Puzzle solving duration time is counted.
- If the player matches the pieces in a minimum time, the player will be got a bonus point.
- Player can choice different types of category picture. Such as City, Fish, Animal, Nature, Space, Building etc.
- Each category has many types of level to develop efficiency of brain.
- The player can drag and drop pieces of the picture with mouse to sort orderly.
- The game levels are locked until a player cannot achieve a minimum point.
- For the hardest levels, we will add rotating puzzle. Player should rotate the puzzle pieces in correct way to sort the puzzle orderly.
- If player cannot solve puzzle, an auto sorting option can help the player. But the player cannot achieve any point for choosing auto sort option.
- To create fair environment, we will add some music.

### 2.2 Deliverables

- i. Source code
- ii. Documentation
- iii. User Manual
- iv. A .ppt file

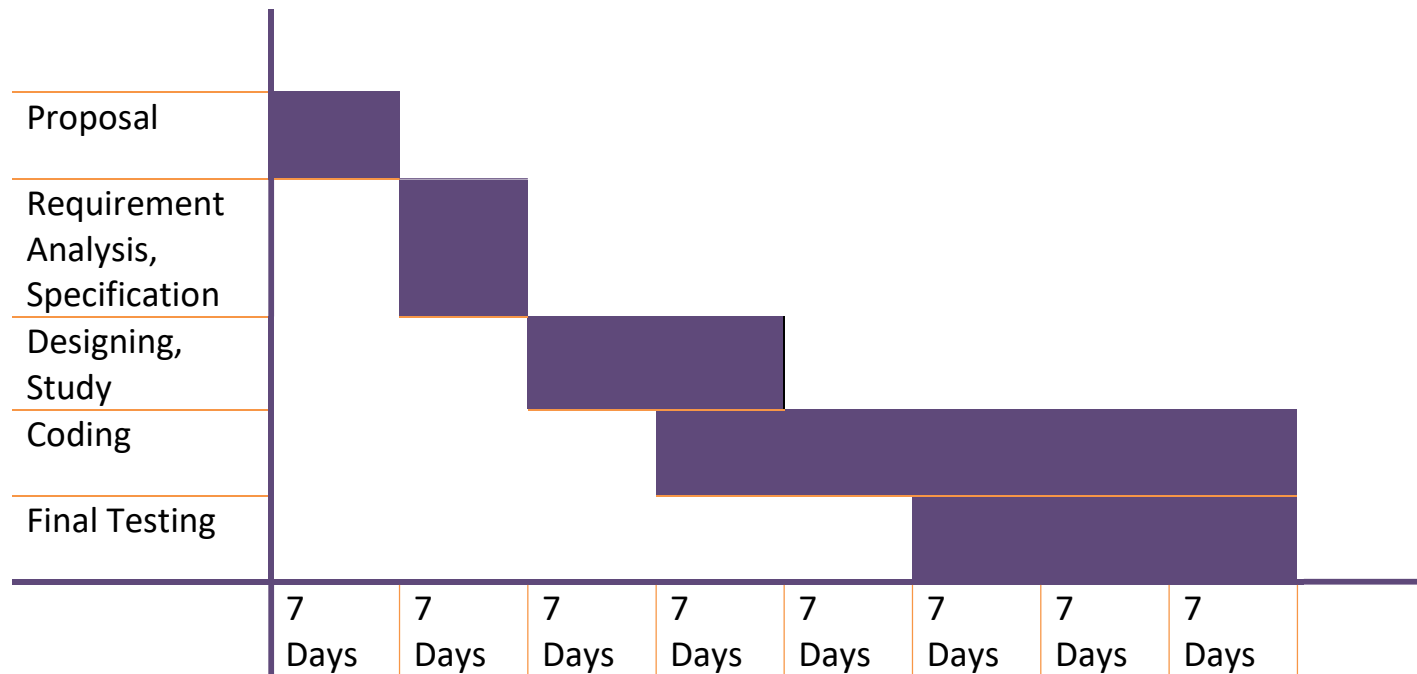
### 2.3 Work Distribution

Task	Active member
<b>Proposal</b>	Mahabub Alam, Md. Mynuddin
<b>Requirement Analysis, Specification</b>	Mahabub Alam, Md. Mynuddin, Suvo Islam
<b>Design</b>	Mahabub Alam, Md. Mynuddin, Suvo Islam
<b>study</b>	Mahabub Alam, Md. Mynuddin, Suvo Islam
<b>Coding</b>	Mahabub Alam, Md. Mynuddin, Suvo Islam
<b>Testing</b>	Mahabub Alam, Md. Mynuddin, Suvo Islam

### 2.4 Proposed Time line

Task	Deadline
<b>Project Proposal</b>	Within 3 <sup>rd</sup> week of January.
<b>Requirement Analysis, Specification</b>	Within 21 <sup>st</sup> January.
<b>Designing, Study</b>	Within 28 <sup>th</sup> January.
<b>Coding</b>	Within 26 <sup>th</sup> February.
<b>Final Testing</b>	Within 3 <sup>rd</sup> March.

## 2.5 Time Scale



## 3. Summary

It is very interesting to play your own developed game. It is more interesting to watch anyone else playing your own game. It is also an educational game. Where children can newly introduce with rare pictures. They can also introduce with the world.

## 4. Requirements

Players need a Windows OS Desktop Computer or PC to play this game.

## 5. Reference

- [https://en.wikipedia.org/wiki/Jigsaw\\_puzzle](https://en.wikipedia.org/wiki/Jigsaw_puzzle)
- <https://en.wikipedia.org/wiki/Puzzle>
- <https://microsoft.com/en-us/store>
- <https://www.google.com>
- <https://www.github.com>

