WEB PROGRAMMING PROJECT -2

Team Name - **Mercury**

o **Leader's Name** – Murali Ram Ravipati
o **Project Name** - **Sliding Puzzle (Fifteen Puzzle)**
o **Description** - The goal of the fifteen puzzle is to un-jumble its fifteen squares by repeatedly making moves that slide squares into the empty space.
o **Extra Feature** - Added Reset Button, which rearranges the Fifteen Squares to their original place, and the music stops. Then, The user can start the game from the start.
o **Team Members & Responsibilities:**

Murali Ram: Implemented the core game logic and the additional feature reset button.

Ayantan: Implemented the following features - Multiple backgrounds, End-of-game Notification and Gametime with music files.

Srinivas: Implemented Animation and/or transition, Extra Animation and all the CSS styling part and worked on the core logic of the game.

o **Summary:**
   - The "Fifteen puzzles (more generally called the Sliding Puzzle) is a simple classic game consisting of a 4x4 grid of numbered squares with one square missing. The game's object is to arrange the tiles into numerical order by repeatedly sliding a square that neighbors the missing square into its empty space.
   - When the mouse button is pressed on a puzzle square, it is moved into the blank space if that square is next to the blank square. If the square does not neighbor the blank square, no action occurs. Similarly, no action occurs if the mouse is pressed on the empty square or elsewhere on the page.
   - When the Shuffle button is clicked, the puzzle tiles are randomized. The tiles must be rearranged into a solvable state. The goal of the fifteen puzzle is to un-jumble its fifteen squares by repeatedly making moves that slide squares into the empty space. How quickly can you solve it?