

Fifteen Puzzle

Video Demo: <https://www.youtube.be/D4Re4GXCR44>

GitHub (code): <https://www.github.com/Inverseit/fifteen-puzzle>

Code design:

- Gamemodel class to represent basic moves and board
- App as a Toplevel's subclass that stores GUI
 - Tile class to represent single Tile
 - Solve file which has solver class that solves the puzzle
 - Icons class to represent the menu icons in the GUI
- OnlineApp GUI for online Game mode
 - Divided as menu for game and game GUI itself (subset of main App)

TP3 Updates:

- Multiplayer version of the game
- Renaming and bug fixes

ReadME file stored as markdown in GitHub's readme.md

And in the second page of this file

Fifteen-puzzle

15 puzzle game developed in Python for 15-112 course by Ulan Seitzkalyev

Install:

First download the code or clone the git repo to your local machine. Install all python dependencies(shown below) that are used with command:

```
pip install library-name
```

- To run an offline app run file

app.py

- To run an online app run file

onlineApp.py

- Tkinter
- PIL (python image library)