**Project Report**

**Puzzle game**

**Group member:**

**Khursheed ahmed Bhutto**

**Zulfiqar ali bhutto**

**Babar ali bughio**

**Attribute and conditions used in this project**

1. **Use of libraries**

**Import java.awt. \*;**

**Import java.swing. \*;**

**Import java.awt.event. \*;**

1. **JFrame**
2. **JButton**
3. **JPanel**
4. **Use of if else conditions.**

**INTRODUCTION:**

Puzzle games have always been in demand and they are being played by every age group. Puzzle games not only help people to pass their time well, but also challenge our thinking and exercise our minds. The puzzles are also an important educational learning tool for toddlers and young children as they provide many skills and mental learning benefits and opportunities. Puzzle games develop problem solving and reasoning skills in an individual which can help them in their future. It also develops emotional skills since you have to show patience while solving the puzzle through the end.

**Project Overview :**

This game is a word puzzle game that gives you a group of scrambled numbers and you have to unscramble them to make a real word out of it. There will be around 1 to 8 scrambled numbers in our game, which users will have to unscramble and from those unscrambled numbers, a few number will be chosen randomly from each word. Those numbers will be placed in the last row in a scrambled manner. Then again the user will unscramble the number which will be the final number of that level.

For example, the user in given “1, 2, 3, 4, 5, 6, 7, 8”, he can unjumble the word to “vision”. Once the user completes the word correctly, it will mark the completion of a level. In each level when the user makes his first move, the countdown will start and with every wrong move the lives will reduce. Overall, this game is a great workout to flex the muscles of the mind.

The purpose of the project is to make a user friendly and responsive puzzle game for the user so that he can not only enjoy the game, but as well as his/her active mind response skills.

**Working:**

Sequential number puzzle in 2 dimensional array is a game that required user to enter sequence number with a certain pattern to produce puzzle. It uses java language programming and recursive steps for create it. It is a box of square with some clue number inside. Creating puzzle starts by creating the answer. This report will explain how Sequential number puzzle in 2 dimensional array is created. An explanation the following paragraphs are briefly explain about the contents of this report. Of the background, limitation problem and objective contained .

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all do small things, with great love, and

together we can do something wonderful.

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