BRAIN BOGGLE

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20/1/2021

ABSTRACT:

Brain boggle is a puzzle game or a word game that consists of the letters of words placed in a grid. The objective of this game is to find and enter the words hidden inside the box. The words may be placed horizontally, vertically, or diagonally. User just has to go through the puzzle in a certain way, and as he find the relatable word, he just have to enter. The program will verify if the word is not re-entered and also if this word exists in dictionary or not. If both conditions satisfies with the word existence in puzzle, the user will be awarded with points. The program will also have a countdown, once the countdown reaches its limit, the user should have reached to the minimum points for clearing and moving to next level.   It is made on visual studio.

AIMS:

The main objective of the game is to consult with a list of words supplied with grid, and find words. Once user enters word, the program will verify the word and will award user points. Each level will have minimum points which will be the target or aim of the user. The program will compare them once time reaches to its limit, if and only if the user crosses the target, the user can move to next level.
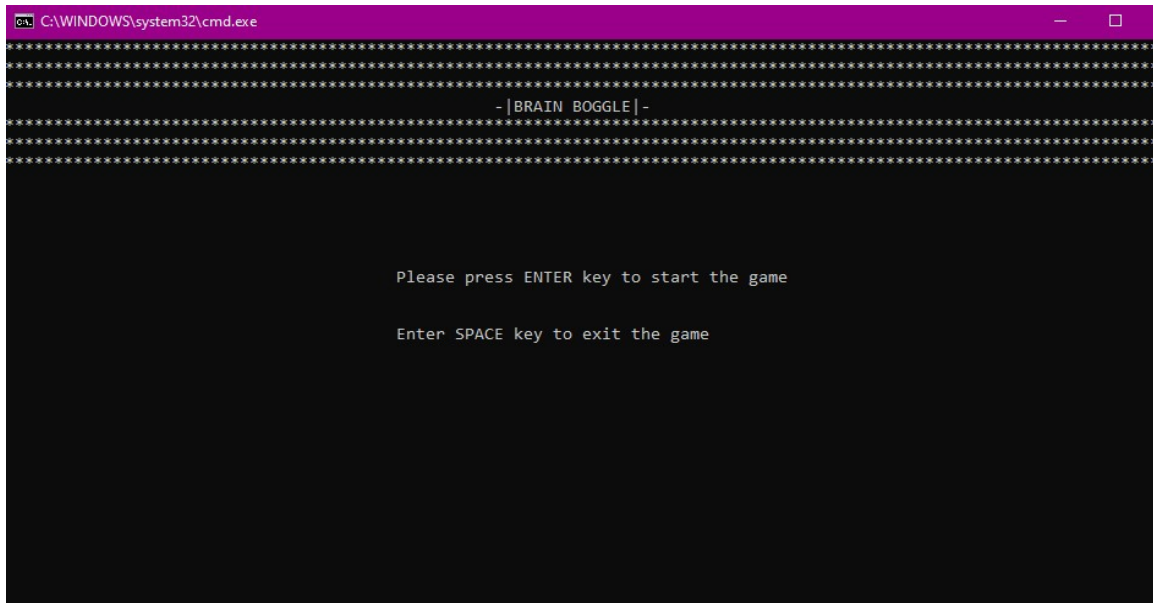
GENERAL DESCRIPTION:

Brain boggle is a classic word search puzzle game. You get a grid of letters where you need to trace the words. The words can be formed diagonally, horizontally or vertically. Once user cross its point target, the user can go to next level. If user couldn't achieve his/her target, he/she will be repeated with the same level until he succeed.

SYSTEM OBJECTIVE:

- Allow user to enter legitimate words from puzzle.
- The points will be awarded once the word is verified.
- The user will move to next level if the target of points achieved.
- User should achieve target within time.
- The difficulty will also increase with increasing level.

MAIN MENU SCREEN:

- <u>User will just have to press enter to pass through this screen</u>
- <u>If user wants to logout, user will press space bar</u>
- <u>The top portion is defining name of the game.</u>

MAIN SCREEN:

- On the right hand side of console screen, user can have a look on countdown for the level.
- On the center of the screen, we can see a puzzle, from which user will have to search for a legitimate word.
- On the left side, user can see his point table.
- And top portion is defining levels.

IMPROVEMENTS IN FUTURE:

We can introduce the feature of login system to the game in future. So that whenever any logs out of the game, he can continue from the same point when he/she log in next time.