

The Python Game box

Jackfruit problem PESU

Batch 3

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Problem statement:

Create a hub of games using python

- ❏ This project features a simple Python-based gaming system that includes **three interactive sub-games**. When the program starts, the user is presented with a menu to choose one of the three available games. After selecting a game, the user can play it directly through the command-line interface.



Team Contribution

Manya Agarwal

I created a Python game hub that combines three games—Tic Tac Toe, Rock–Paper–Scissors, and a Memory Game—into one program. A simple user menu allows players to choose any game easily. This project showcases modular coding, smooth game integration, and an organized, user-friendly interface.

Team contribution

Kritika Singh

I built a simple Python-based Rock, Paper, Scissors game where the player competes against the computer or the other player depending upon the number of players. It uses random choice generation, clear input handling, and conditional logic to determine the winner. The project is beginner-friendly, interactive, and a fun way to practice basic programming concepts like loops, functions, and decision-making.

Team Contribution

M Suraj

I created a simple Python Tic Tac Toe game using Tkinter, featuring a graphical interface and two-player mode. Players take turns placing Xs and Os on a 3×3 grid, with the program checking for wins or draws. It demonstrates basic GUI design, event handling, and game logic in an accessible way.

Team contribution

Madhulika Ravi

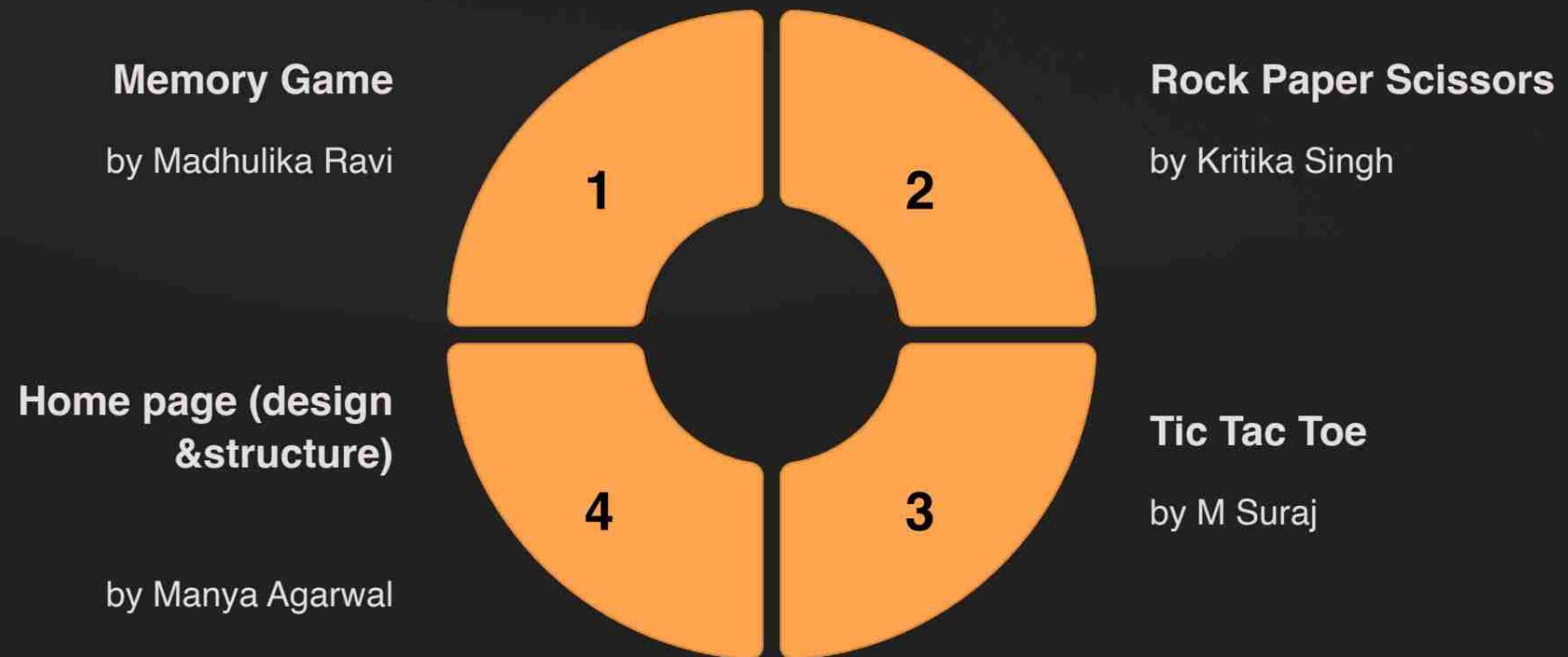
I created a simple Python-based memory game that challenges players to recall and match pairs of hidden items. The program uses basic logic, randomization, and user input to reveal positions and track matches. It offers an engaging way to practice memory skills while demonstrating clear, beginner-friendly Python programming concepts.

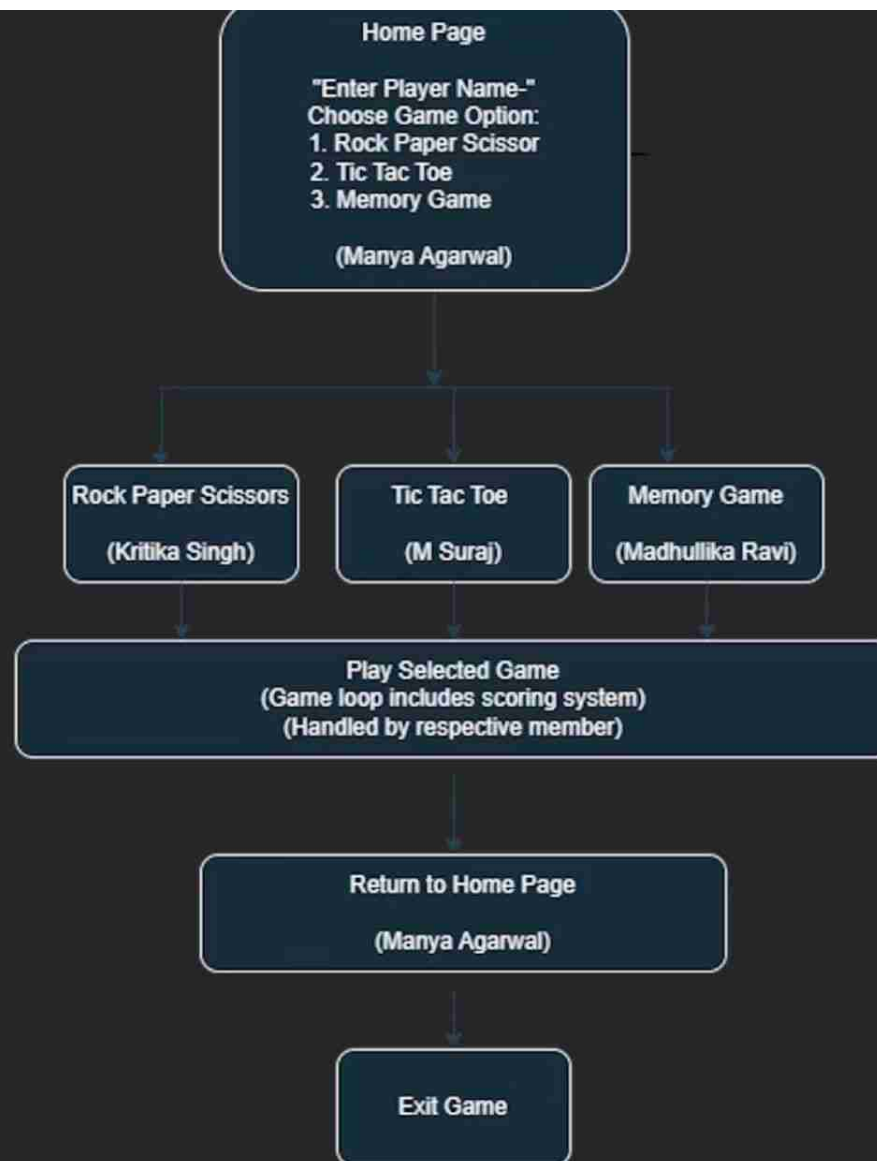
💡 Tip: Trying copying and pasting charts from Google Sheets

Problems faced

1. Detecting win conditions correctly
2. Handling invalid user input
3. Grid layout difficulties
4. Resetting the board

Block Diagram





***Thank
you***

