**ACKNOWLEDGEMENT**

We are greatly indebted to our seminar guided by Ms.Nitu.L.Pariyal for her able guidance throughout this work. It has been an altogether different experience to work with her and we would like to thank her for her help, suggestions and numerous discussions.

We gladly take this opportunity to thank Dr.A.M.Rajurkar. (Head of Computer Science & Engineering, MGM’s College of Engineering, Nanded).

We are heartily thankful to Dr. Lathkar G. S. (Director, MGM’s College of Engineering, Nanded) for providing facility during progress of Mini project; also for her kindly help, guidance and inspiration.

Last but not least we are also thankful to all those who help directly or in directly to develop this seminar and complete it successfully.

With Deep Reverence,

Chaitanya Koyalwar[103]

[SY-CSE-A]

**ABSTRACT**

**Memory Puzzle Game**

The Memory Puzzle Game is an interactive cognitive game designed to enhance memory retention, improve concentration, and stimulate mental agility. The game consists of a series of puzzles that require players to match pairs of hidden images or objects by flipping cards or tiles. The goal is to uncover and pair up identical images within a limited number of moves or time, testing both short-term and working memory. The difficulty can be adjusted based on the number of items in the puzzle or the complexity of the images.

The game is intended for a broad audience, from young children to adults, and serves both as an entertainment tool and a mental exercise. It can be played on various platforms, including mobile devices, web browsers, or as a physical card game. The design emphasizes engaging gameplay, gradual difficulty progression, and visual appeal to keep players motivated while challenging their cognitive abilities.

Through repeated play, the Memory Puzzle Game aims to improve spatial memory, attention span, and pattern recognition. It also serves as a fun, low-stress activity for individuals seeking to sharpen their memory skills or reduce cognitive decline in older adults. The game's adaptable difficulty levels ensure accessibility for all ages, making it a versatile tool for both educational and recreational purposes.

Chaitanya Koyalwar[103]

SY-A{CSE}

**CONTENT**

|  |  |  |
| --- | --- | --- |
| **Sr.No.** | **TITLE** | **Page No.** |
|  | **ACKNOWLEDGEMENT** | I |
|  | **ABSTRACT** | II |
|  | **CONTENT** | III |
| 1 | **Introduction** | 1 |
| 2 | **Project Requirement** | 2 |
| 3 | **UML Diagram** | 7 |
| 4 | **Source Code** | 8 |
| 5 | **Explanation of code** | 13 |
| 6 | **Conclusion** | 15 |