



KNIGHT'S TOUR

# KNIGHT'S TOUR

Inspired from the  
Netflix series  
“The Devil's Plan”

## Features:

Interactive puzzle game

HTML, CSS, AND JS

Built to practice logic,  
algorithms, and UI design.

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4th Year – BS in Computer Engineering

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Personal Project



KNIGHT'S TOUR

# 01



## Overview

A puzzle where a knight must visit every square once.



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# 02

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## Features

Multiple board sizes ( $5 \times 5 \rightarrow 10 \times 10$ )

Knight moving once in every tile

Prevention of repeat tile

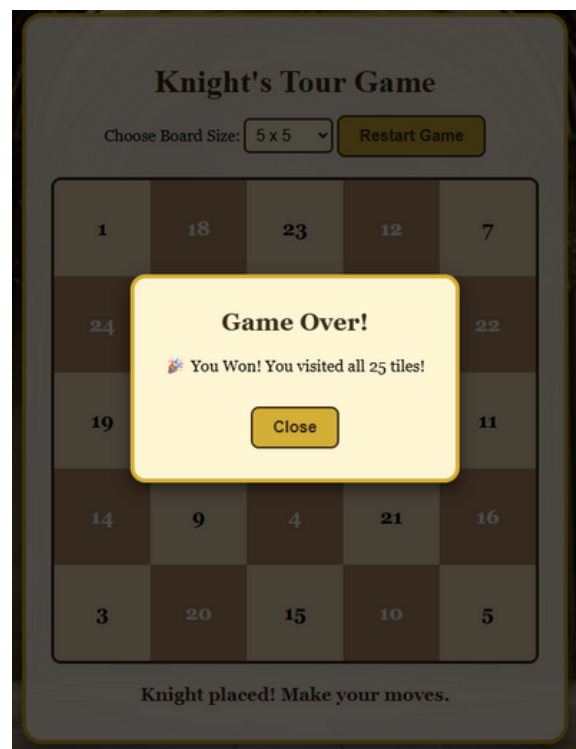
Winning and Losing Game Screen



Multiboard



Once a tile only



End Game Screen



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# 03



## Challenges

GAPS in additional boards

Number overlapping issues

Logic handling



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# 04



## Fixes

Fixed with flexible CSS grid

Fixed with centered styling

Trial and Error





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# 05

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## Key Learning

Learning Grind-based Games  
Problem Solving in Logic Handling  
Debugging in different browsers



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# 06

## Future

## Improvements

Knight Animation

Replacing Red icon to knight icon

Scoring System

Responsive in Mobile

# THANK YOU FOR READING!

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## SOCIALS



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OTHER SOCIALS

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