**APL Game Project**

**Title :** Pyramid Build.

### Objective : The objective of my game is to develop the use of iGraphics in a game. .

### Features : There will be several features in this game. This game have a goal. There are some rules in this game that players have to obey during playing the game. This game also have some restrictions too. Players have to complete the stages if he/she wants to do high score and wants to complete the game. If any player fails to complete any stage then the game will be over and he /she can see his/ her score in the screen. Then if the player wants to play the game again he have to play the game from the begin. There will be a help option in which players came to know that how to play this game. And there will be also a score board. So that players can see their scores.

### Implementation tools : For creating this game I'm using iGraphics in visual studio 2013.And the information of the device that I'm using is given bellow-

### Windows edition- windows 8.1 pro.

### System- processor- Intel(R) Core(TM)i7-6700 CPU @ 3.40 GHz.

### Installed memory (RAM)- 16.0 GB.

### System type- 64-bit Operating system, x64-based processor.

### Idea : It's a simple and enjoyable game. In this game there will be a incomplete pyramid that the players have to complete by the help of some mummies. Player have to take the block top of the pyramid step by step. When the player reach the final stage he/she will find the incomplete top of the pyramid. so the player have to set the block on the top of the pyramid.

### Picture1.jpg

### APL Game Project Information

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