HEART MINING GAME

PRESENTED BY-

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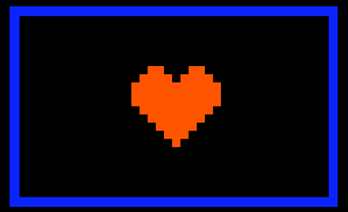
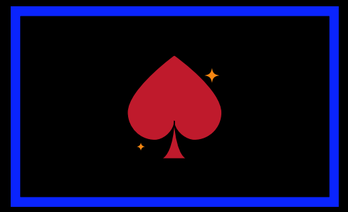
INTRODUCTION

- A grid-based puzzle game where players uncover hidden hearts.
- Players select grid positions to find hearts (♥) while avoiding empty spots (♠).
- The goal is to find all hearts before running out of turns.





HOW TO PLAY

There are 4 different levels of game!

NOVICE
20 TRIES, 13 HEARTS

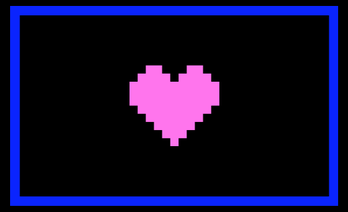
FRESHER
16 TRIES, 10 HEARTS

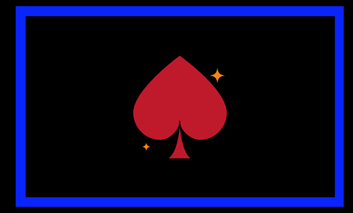
JUNIOR
12 TRIES, 7 HEARTS

EXPERT
8 TRIES, 5 HEARTS

OBJECTIVE

1. UNCOVER ALL HEARTS (♥) BEFORE TRIES RUN OUT.
2. MAXIMIZE THE SCORE BY FINDING MORE HEARTS.
3. PLAY STRATEGICALLY BY REMEMBERING PREVIOUS GUESSES.
4. IMPROVE PERFORMANCE BY CHOOSING AN APPROPRIATE DIFFICULTY LEVEL.

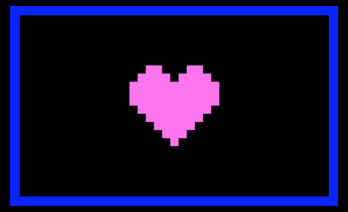


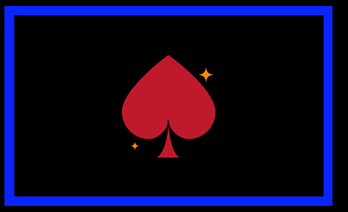


```
======== HEART MINING GAME ========
  ----------------------
  | A | B | C | D | E | F |
  ----------------------
  | G | H | I | J | K | L |
  ----------------------
  | M | N | O | P | Q | R |
  ----------------------
  | ♥ | T | U | V | W | X |
  ----------------------
Hearts found: 1 / 13
Turns left: 19
Pick a letter:
```

```
======== HEART MINING GAME ========
  ----------------------
  | A | B | C | D | E | F |
  ----------------------
  | G | H | I | J | K | L |
  ----------------------
  | M | N | O | P | ♥ | R |
  ----------------------
  | ♥ | T | ♥ | V | ♠ | X |
  ----------------------
Hearts found: 3 / 13
Turns left: 16
Pick a letter:
```

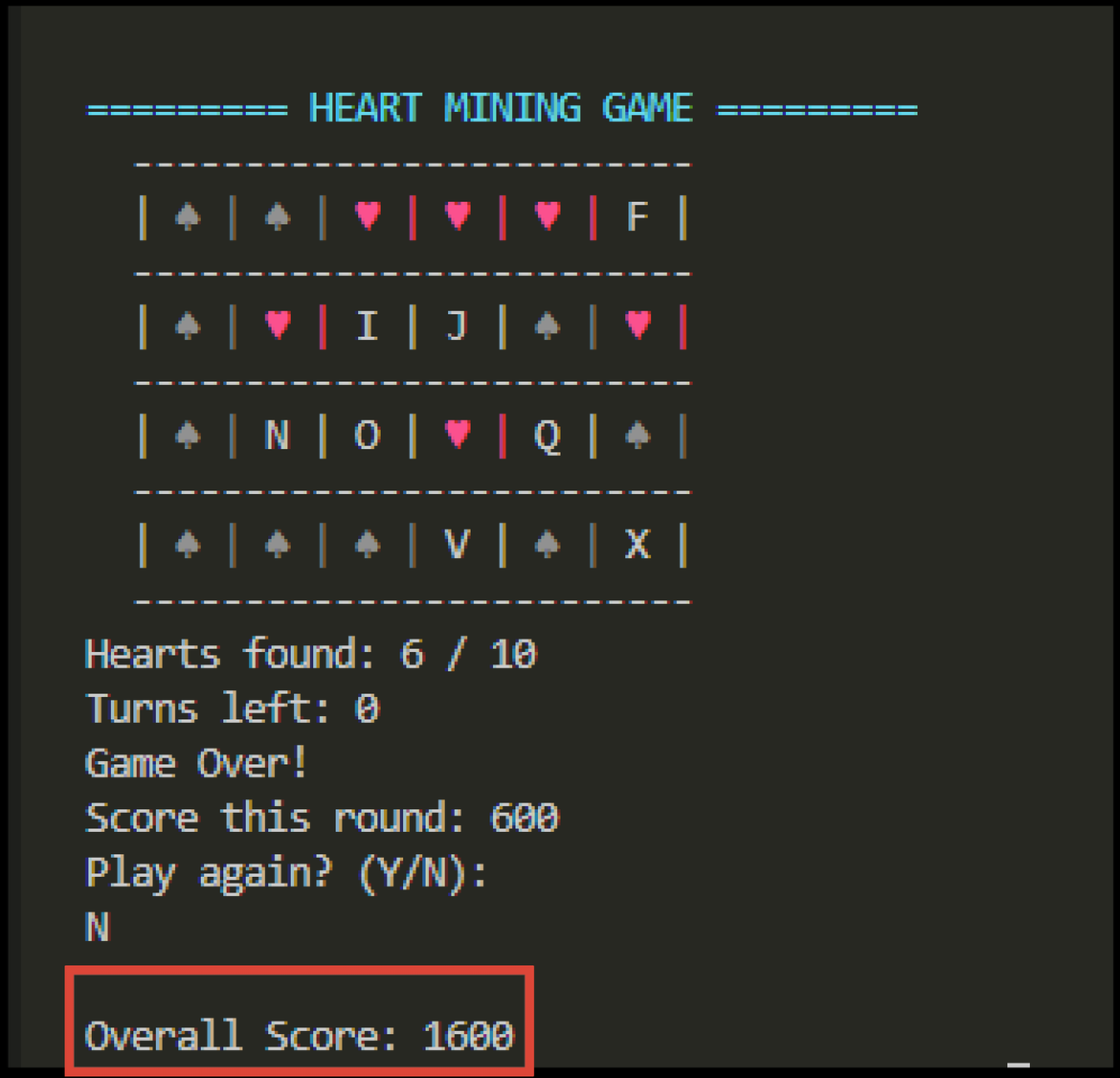
GAME OVER





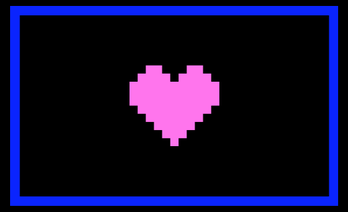
```
========= HEART MINING GAME =========
   -----------------------
   | ♠ | ♠ | ♠ | ♥ | ♥ | F |
   -----------------------
   | ♥ | ♠ | ♠ | ♠ | ♠ | ♠ |
   -----------------------
   | ♥ | N | ♥ | ♥ | ♥ | ♠ |
   -----------------------
   | ♠ | ♥ | ♥ | V | ♥ | X |
   -----------------------
Hearts found: 10 / 13
Turns left: 0
Game Over!
Score this round: 1000
Play again? (Y/N):
```

THE END

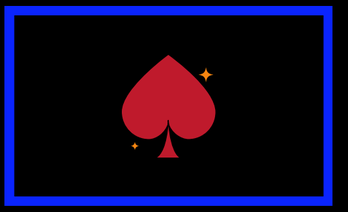

========= HEART MINING GAME =========
♠	♠	♥	♥	♥	F
♠	♥	I	J	♠	♥
♠	N	O	♥	Q	♠
♠	♠	♠	V	♠	X
Hearts found: 6 / 10
Turns left: 0
Game Over!
Score this round: 600
Play again? (Y/N):
N
Overall Score: 1600

CHALLENGES

1. Limited Number of Tries
   - The player has a restricted number of guesses based on difficulty level.
   - Choosing incorrect positions wastes tries and increases difficulty.
2. Randomized Heart Placement
   - The hearts (♥) are randomly placed each game, meaning no two games are the same.
   - Players cannot predict heart positions and must guess strategically.
3. No Clues or Hints
   - Unlike some guessing games (like Minesweeper), this game provides no clues about nearby hearts.
   - The player has to rely purely on luck and memory.



GRAPHICS & DESIGN



1. Grid Representation

The game grid is displayed using ASCII characters. Each cell in the 4x6 grid contains:

- A letter (A-X) before selection.
- A heart (♥) if found.
- A spade (♠) if no heart.

2. Console Colors & Styling

Since the program supports Windows and Linux, it uses ANSI escape codes or Windows API for colors.

Element	Color	Purpose
Game Title	Cyan (11)	Stands out on the screen
Hearts (♥)	Red (12)	Clearly indicates success
Spades (♠)	Gray (8)	Represents empty spots

APPLICATIONS

- EDUCATIONAL & LEARNING TOOL
- PSYCHOLOGICAL & BRAIN TRAINING
- ENTERTAINMENT & GAMING INDUSTRY
- SOFTWARE DEVELOPMENT & PROGRAMMING TRAINING
- BUSINESS & MARKETING APPLICATIONS

FUTURE SCOPE

- GRAPHICAL USER INTERFACE (GUI) DEVELOPMENT
- MOBILE & WEB-BASED VERSION
- MULTIPLAYER & ONLINE LEADERBOARDS
- AI-POWERED GAMEPLAY & ADAPTIVE DIFFICULTY
- CUSTOMIZATION & NEW GAME MODES

CONCLUSION

- Engaging and strategic puzzle game that enhances memory and decision-making.
- Combines entertainment with cognitive skill development for all age groups.
- Potential for expansion into graphical, mobile, and web-based platforms.
- AI integration, multiplayer mode, and leaderboard features can improve engagement.
- Can be adapted for education, business, and psychological training.


THANK
YOU
END