**Title:** Khela Ghor (Collection of mini games)

**Literature review**:

The literature review for the Khela Ghor project in C# encompasses a comprehensive exploration of key domains in game development. Focusing on methodologies, the study investigates raw C# game development without using any frameworks, emphasizing iterative and collaborative practices that have proven successful in similar projects. In the realm of user experience (UX) in game design, the review delves into the significance of player-centric design, user testing, and feedback loops in creating engaging interfaces. Examining user experience in game design, the project focuses on the challenges and advantages associated with building intuitive interfaces and engaging gameplay experiences that reliance on native C# capabilities. The literature review places particular emphasis on optimizing game performance, graphics rendering, and achieving a seamless user interface tailored for desktop environments. Additionally, the Khela Ghor project explores the implementation of login features, custom features within games, such as save scores, leaderboards etc through custom-built solutions in C#. This literature review serves as a foundation for understanding the unique challenges and opportunities associated with developing a desktop based mini games collection app named ‘Khela Ghor’ without using any external frameworks.