

Z	S	R	K	F	U
C	R	E	E	R	M
Z	H	O	O	K	Z
M	A	N	D	S	M
W	R	E	E	L	Z
S	O	R	F	S	T
K	R	E	E	K	Q

VOCABVENTURE

*A Word Search Game
Using Java*

Group 2:
Jigme Namgyal
Pema Yangzom
Sonam Tshering

Problem Statement

- In the current digital era, games that are both fun and informative are essential for keeping people interested and improving their cognitive abilities. The purpose of this project is to use Java to design and construct an interactive word search game that will amuse and instruct users.



Aim

- To develop an interactive and educational word search game using Java that engages players with entertaining gameplay.



Goal

- To create a fully functional word search game with multiple difficulty levels and interactive features.



Objectives

1

Design an intuitive and visually appealing user interface.

2

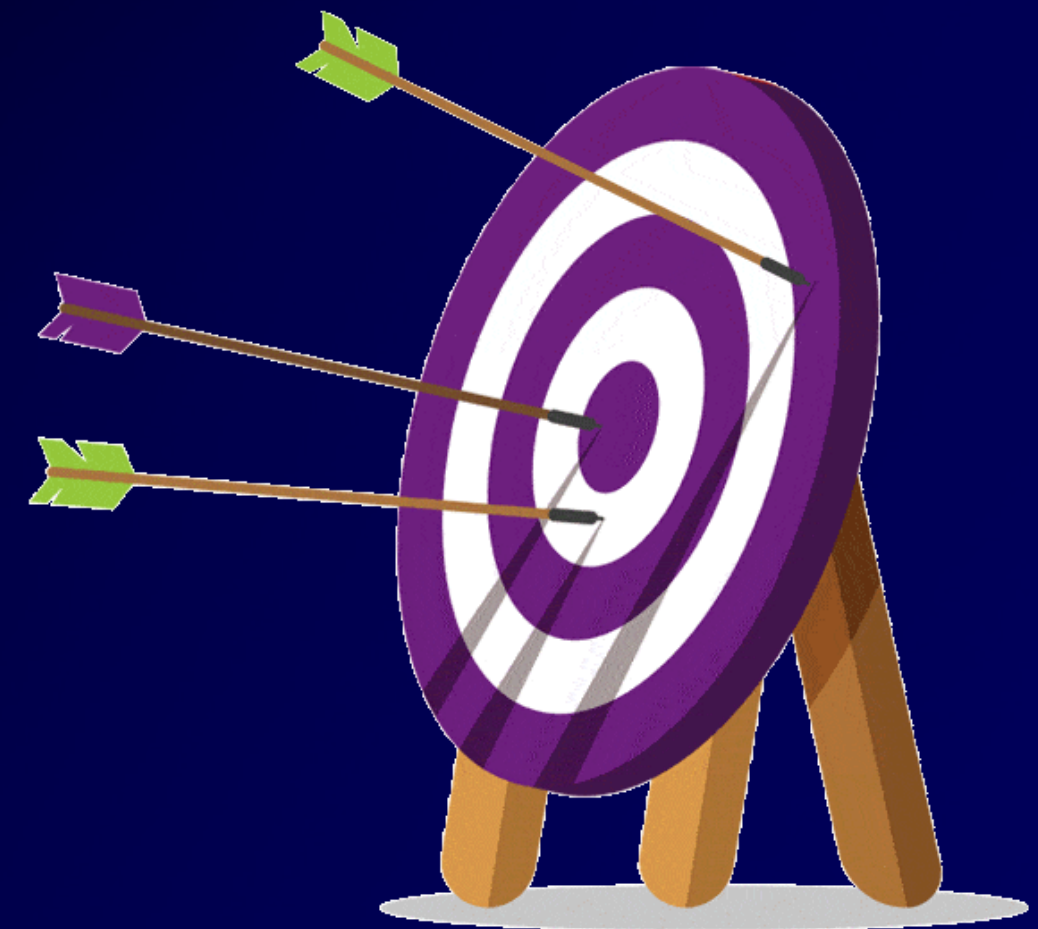
Develop an efficient algorithm to generate word grids of varying sizes and complexities for each difficulty level.

3

Implement a user-friendly mechanism for selecting words.

4

Implement a highlighting mechanism to visually indicate the found words and enhance player engagement.



Requirement

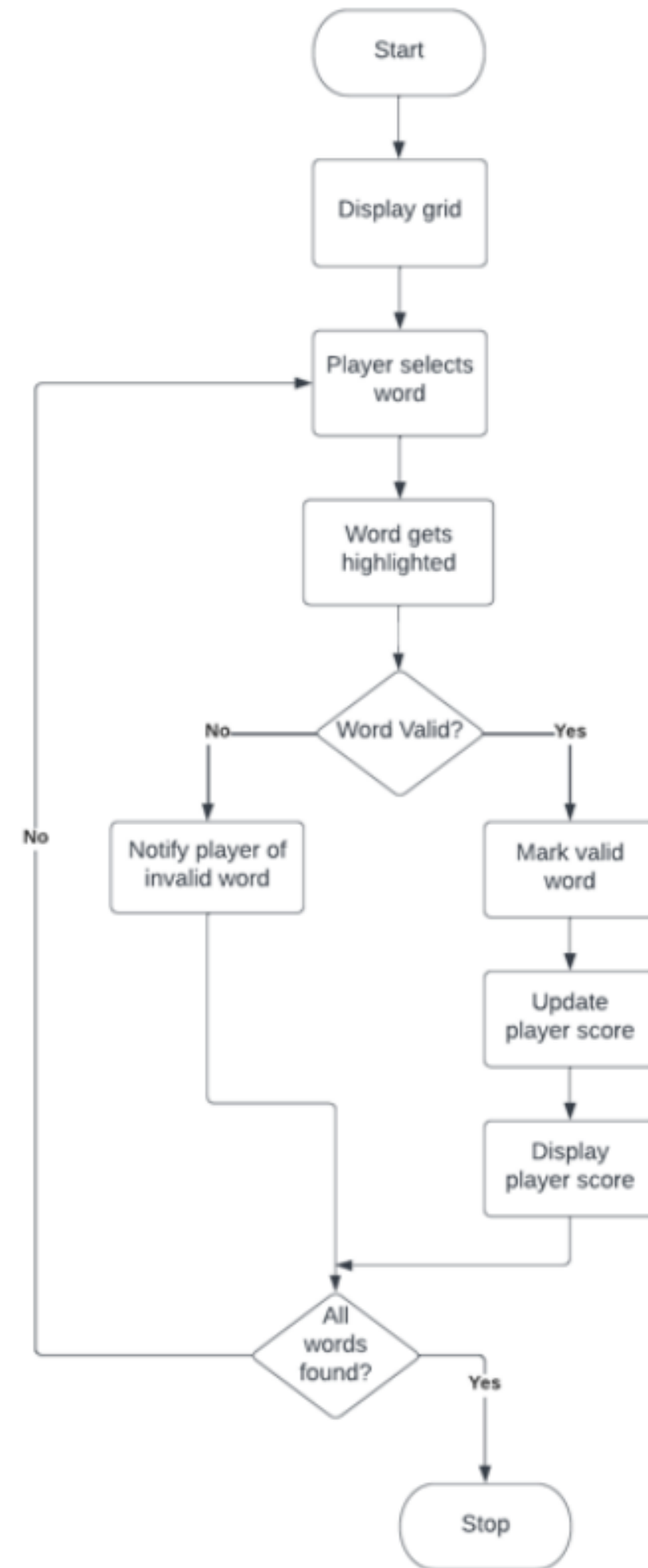
Functional

- Game play
- Word selection
- Word validation
- User interface

Non-functional

- Performance
- Compatibility
- Usability

Workflow



THANK YOU