Introduction

Aim: This programming project is about making a puzzle slider game that not only users can play through the puzzle given to them but they are also allowed to customize it themselves. The sliding puzzle is N x N square with N > 4.

Programming tools:

Application type: Webpage

Language: Python for backend logic, Javascript and HTML for frontend logic.

Library: Flask

Project hierarchy:

Flaskr/: application source files

The Flask Application class is where the application’s information and configurations are to be declared. The first step is to instantiate a new instance of this class. Although the instance of this class can be made as a global variable, it is more organized to apply Factory design pattern to handle the creation of the instance.

\_\_init\_\_.py:

Indicates that flaskr/ is a package

Blueprint class

Template