

Team 6 Project Proposal: 15 Puzzle Game

Team Member:

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Motivation and Background:

Inspired by our childhood memories of playing the 15 Puzzle with physical toys, we, as CS foundation students, are eager to reimagine and implement this classic game digitally. Beyond the nostalgia, this project presents an opportunity to merge our programming skills with a creative venture.

Project Description:

In our 15 Puzzle Game, players utilize arrow keys to move numbered tiles within a 4x4 grid, aiming to arrange them sequentially. The game begins with a randomized layout and an empty space, challenging players to strategically slide tiles using arrow keys—up, down, left, and right. The goal is to organize the numbers from 1 to 15, aligning them in ascending order. Real-time dynamic checks for completion enhance the gaming experience, signaling victory when the tiles are arranged correctly. The design ensures an engaging and nostalgic gameplay experience, allowing players to relive the joy of arranging the numbers "in such a way that it looks like this finally."

Scope and Timeline:

Over the next three weeks, our primary focus is on enabling tile movement using arrow keys—up, down, left, and right. The scope involves creating a streamlined user experience for shuffling and arranging numbered tiles within the 15 Puzzle Game.

Logistics:

1. **Git Repository:** <https://github.com/anushkavp/15-Puzzle-Game>
2. **Team Meetings:** Weekly meetings will be conducted. Additional meetings may be scheduled as needed.
3. **Communication:** The team will primarily use Group message for day-to-day communication and updates.