**Indian Institute of Information Technology, Allahabad**

**Object Oriented Methodology (OOM)**

**Mini Project-1**

**TAs: Mr. Ayush Sinha, Mr. Bagesh Kumar Mr. Harshit Gupta**

**Instructors: Prof. O. P. Vyas and Dr. Ranjana Vyas, Dr. Sonali Agarwal**

**OOM Mini Project # 1:** Creating a 9-box puzzle game Software

**Abstract of the project**

A Game Software has to be prepared with target users in mind, A nine box puzzle game consists of nine boxes that are labeled form one to eight. The ninth box is without a level. These level boxes are not arranged in an order. A player needs to arrange the labeled boxes serially. The puzzle game count the number of attempts made by the player to win the game. A player with the minimum number of attempt is the winner. The puzzle game also accepts the name of the player and keeps track of the Players performance. Make necessary assumptions as and when required and state them clearly.

**Specific Technology**Java, Swing, XML

**Project Tasks**Use case analysis, Design, Implementation, and User Interface

### Submission The project presentation has to be done by each member to show periodically the progress and the complete project submission should contain the following:

* UML diagrams:-Use Case diagram, Class diagram, CRC diagram(s), illustrating the design of your program.

### All the Java source code should necessary to compile and execute.