

## Project Proposal

### Purpose:

The puzzle game website aims to provide an interactive and entertaining platform for users to explore and learn about different paintings every day. The website is inspired by Dillon's puzzle game on [Codepen](#), which features a similar mechanism of moving pieces to their correct positions. The website's core objective is to provide users with a fun and engaging experience that also educates them about the paintings and art styles of six different art periods, namely Renaissance, Baroque, Neoclassicism, Romanticism, Impressionism, and Contemporary art. The puzzle game is designed to challenge users of different skill levels to solve the puzzles and improve their skills over time.

### Feature:

1. Various puzzle categories:  
Users will be able to select puzzles from six different art periods. Each puzzle will have a unique painting that represents the art period. This feature is designed to help users select puzzles based on their interests and preferences.
2. Difficulty levels:  
Users would have the freedom to adjust their difficulty levels at any time. For an increased number of rows and columns entered by the player, a painting will be divided into smaller pieces which inevitably increases the level of difficulty. This feature is designed to fit players with different demands of difficulty. Advanced players can thus be challenged to experiment with harder tasks as their skills improve over time.
3. Shuffle:  
The website will have a shuffle feature that will randomize the arrangement of puzzle pieces. This feature is designed to add an element of unpredictability and challenge to the game. By shuffling the pieces, users will have to experiment with different solutions, making the game more engaging and exciting.
4. Help button:  
The website will have a help button that provides users with hints on how to solve the puzzle. By clicking on the button, users will be able to view the complete painting, which can help them track their progress and adjust their strategy. This feature is designed to make the game more accessible to users of different skill levels.
5. Timer:  
The website will include a timer that will record how long it takes for the players to complete the puzzle. This will add a competitive element to the game, and players can track their time to compete with other players.

6. Congratulation window:

After the user has successfully completed the puzzle, a congratulation window will jump out, which outlines the details of the painting, including the date of completion, an introduction of the artist, and the subject of its painting. This feature is designed to educate users about the painting's background and provide them with interesting facts about the artwork.

7. Shift between different paintings:

In addition to the previously mentioned features, the puzzle game website will also allow users to shift between different paintings under the same category at any time. This feature will be available at the bottom of each page, and users can select a new painting by clicking on its thumbnail image. By allowing users to shift between different paintings under the same category, the website will offer a more comprehensive learning experience. Users can learn about different aspects of an art period and explore different themes, subjects, and techniques used by different artists. This feature is designed to complement the educational aspect of the puzzle game, which aims to teach users about different paintings and art styles.

**Audience:**

The target audience could be art enthusiasts, hobbyists, and young adults who are interested in exploring and learning about different art periods and paintings. This website will offer an interactive way to learn about art history. Additionally, the website's adjustable difficulty levels would appeal to users of different skill levels, from beginners to experts, making it an accessible platform for everyone interested in puzzles and art. The timer and competitive element would attract those who enjoy a challenge.

**Technology:**

- Html
- CSS
- Javascript

**Challenges and Contingency Plan:**

In case the congratulation window fails to show up, a viable contingency plan will be to have the painting information listed next to the puzzle from start to end and the congratulation line shown in a smaller font next to the menu button. This approach can help users who have completed the puzzle to learn more about the painting and its details, even if they don't receive the visual confirmation of completing the puzzle. However, it's worth noting that the congratulation window is an essential part of the game's feedback loop, providing a sense of accomplishment and reward to users who successfully complete the puzzle. By not having this feedback loop, users may feel less motivated to complete future puzzles, which could reduce the game's effectiveness in achieving its educational purpose.