

PICTURE PUZZLE GAME:

GROUP NO: 02

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INTRODUCTION:

Picture Puzzle is a puzzle game to play puzzle with pictures that you add of your liking in project like Birds, Animals, Natures, Travels, Heights, Buildings or any set of pictures and publish your app. We create a picture puzzle on c#. Our game is created for 3 levels. We used 5 forms in our project names are:

Form1 ----- Main Menu Window

LevelForm-----It is used for choosing the Levels Of Game

LevelOne----- Level One form consist on 3x3 matrix puzzle.

Level2----- Level two form consist on 5x5 matrix puzzle

Level3----- Level three form consist on 7x7 matrix puzzle

And a panel is used for setting.

We used three images of cartoon in our project for solving the puzzle

MAIN MENU:

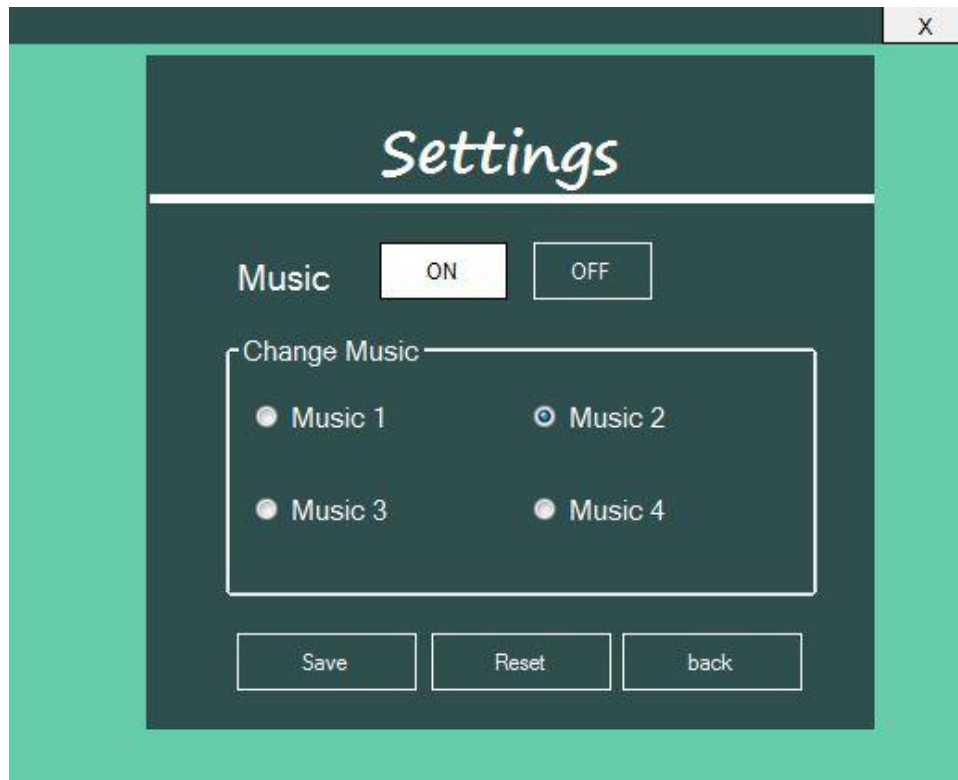


Main menu form named Form1 consist on 3 three buttons as you see in the above picture names Play, setting and Exit.

When you click on play button you will go to the next form, basically on LevelForms.

When you click on setting button, a panel will appear, basically it is a setting of music.

SETTING:



In the setting section you change background music, on or off the music. One thing is to be noted here that it is our program functionality that when you make some changes here like you choose music 2 to play and when you click on save button it will be saved when you open the game again. When I turned off the music and save the changes when I returned it again or open the game again it will remain off. It is our program functionality. When you click on reset the setting will reset music 1 is played and the ON is turned on. When you click on back you will go to your main menu.

EXIT:

When you click on Exit button lies on main menu your application will exit. Means that your program will be closed.

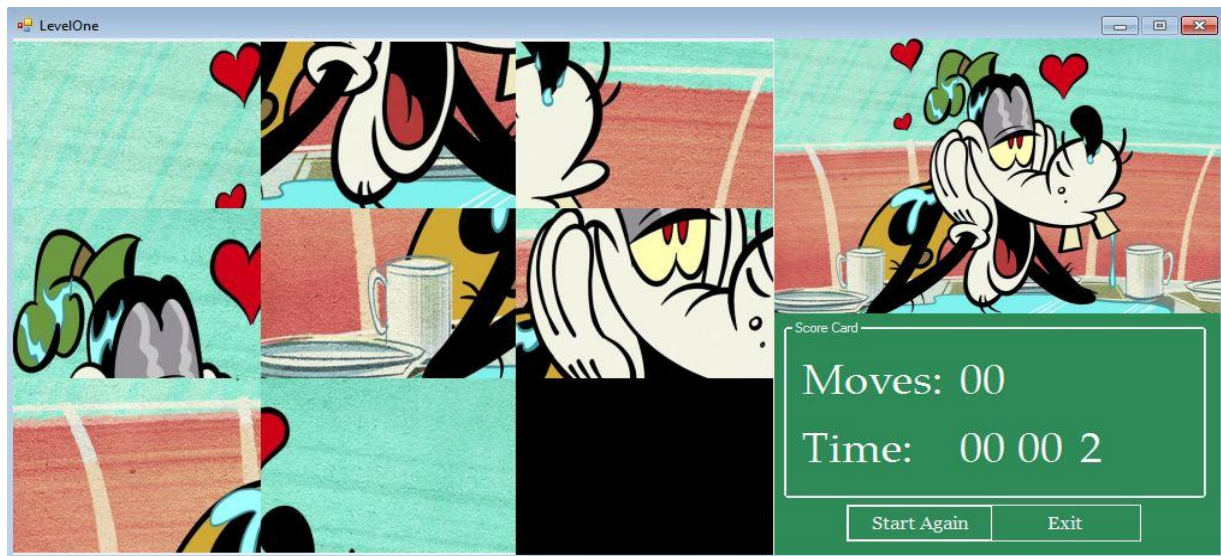
LEVEL FORM:

Level form contains 3 buttons for choosing level and 1 button for go back.



When you click on level 1 button you will go to levelOne form and when you click on Level 2 you will go to level2 form and this form will close, this is same for level 3 button.

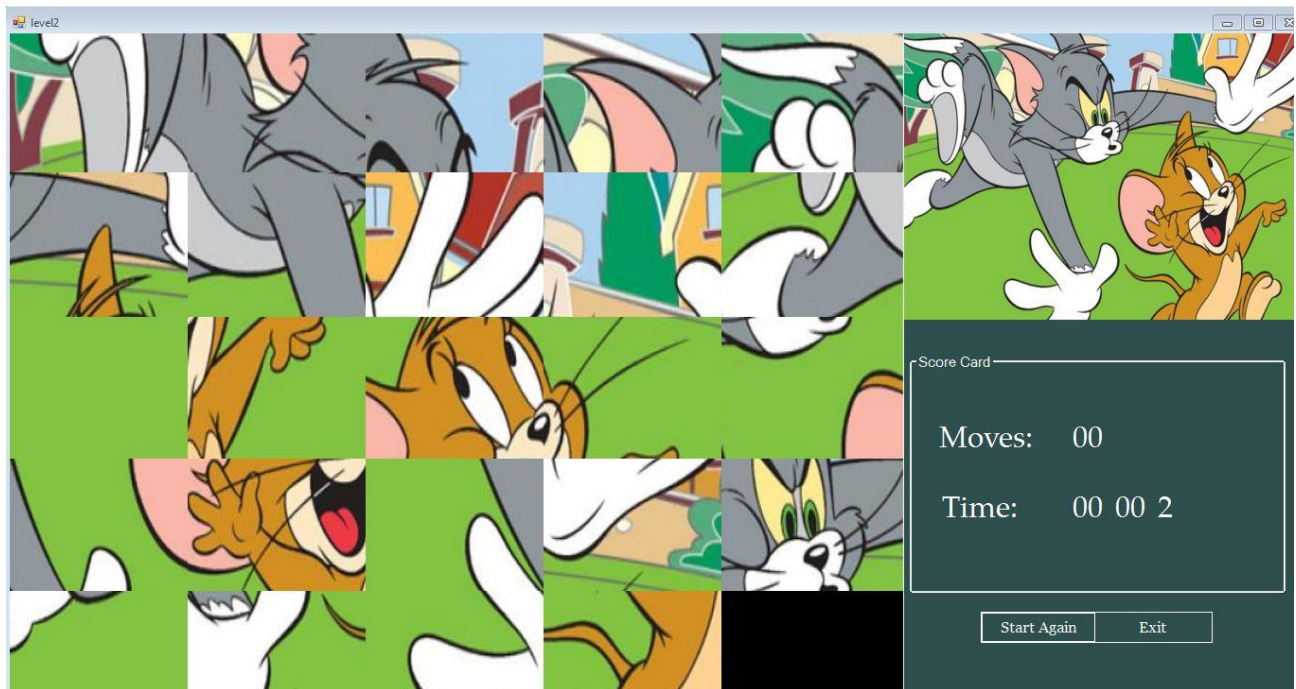
LEVEL 1:



This is a level 1 form, it is a 3x3 matrix. Here we placed 10 pictureboxes on this form, some labels m, 2 buttons and a timer for calculate time.

A label named "MOVES" will count the no. Of clicks on the pictureboxes have, and a timer that will show how much time you have taken to solve this puzzle. Here is a button name "Start Again" when you click on it everything will start again timer, moves will be zero and the pictures are set into their original position as they started. When you click on exit button this form will be closed and level form appear.

LEVEL 2:



This is the level 2 form it is 5x5 matrix unsolved puzzle, it consist on 26 pictureboxes, 2 buttons, some labels and a timer. This form works same as the level one form.

LEVEL 3:



This is form for level 3, it is a 7x7 matrix unsolved puzzle. This form consist on 50 pictureboxes, 2 buttons, some lables and a timer that show you how much time you have taken to solve this puzzle. This form is also works same as level 1 form.

Final words:

This is our project for OOP. By doing this project we learn many things like how to save user settings and how many forms use in a project and their connectivity like this. We use sound class for background music. A game without music is such a boring so that's why we put some music's in our game. Its up to the user which music he/she want to play while playing game. If we continues working on it, we will enhance it and put some more features in it as well as put some more levels, but as a desktop application there is some people who play this puzzle game. Basically it is a logical game, this game is for the people who likes logical and mind games. For our view this project is very good for our practice of OOP we learn so many things while making this project.

In this project we work with timer, pictureboxes, multiple forms, soundclass, panels, buttons and so many things. Now a question is raised that where we used Object Oriented Programming in it like abstraction, polymorphism etc. Basically C# is an object oriented programming and we use things like timer, pictureboxes etc. These are the objects so there is no need to create these objects again and use it if it is available in windows form application toolbar we just drag and drop it and do our logical coding our project is ready.