

Subject:

Artificial Intelligence

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Title of the Project:

Shadow Steps

Idea of the Project:

Shadow Steps is a puzzle game where the player moves on a grid. But there's a twist whatever move we make now will repeat again after 3 steps, like our shadow is copying us. This shadow can touch buttons, fall in traps, or block our way.

So, we have to think carefully before every



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move, because our past moves will come back and affect what happens later.

Features of the Project:

Grid Movement:

The player can move up, down, left, and right on the grid.

ShadowEcho:

Players moves repeat automatically after 3 turns.

Traps and Buttons:

Some tiles open gates or set off traps ,the player or their shadow can step on them.

Restart Option:

If player makes a mistake, he can reset the level and try again.



Similar Work:

Some puzzle games like Baba Is You or Lara Croft GO use smart movement and logic, but Shadow Steps is different because your own past moves affect the game. That makes it unique and fun to solve.

Problem Statement:

We wanted to make a puzzle game that is simple but creative. Many games today are too fast or complex for people who just want to relax and think.

This game lets players plan slowly and learn from their own moves. It also helps us apply some AI ideas like move memory, decision-making, and puzzle checking in an easy way.

