**Mansoura University**



**Faculty of Computers and Information**

**Department of Computer Science**

**Project Proposal**

# HIQU game

### **Submitted by:**

#### 

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Project Abstract:

A game is a set of pieces of wood and you have to put them as in the form presented to you.

Project Objectives:

Develop thinking skills and have fun

Who are the project **competitive**? and how will your project be **different**?

The game depends on think and develops the skill of the mind in thinking.

Tools, Hardware and Software Resources:

**Tools :- pieces of wood**

**Software:- C# language , algorithms , Ai course**

**Hardware:- screen , mouse**

SCHEDULING PHASES:

| **From** | **To** | **Activity** |
| --- | --- | --- |
| **20/2** | **10/3** | proposal |
| **10/3** | **1/4** | Basic code |
| **1/4** | **20/4** | Code with algorithm |
| **20/4** | **15/4** | prototype game by GUI |
| **15/4** | **End of term** | Modifications ,if there |
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References: