

# Puzzle Game Overview

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This project is a puzzle game featuring the logo of Umm Al-Qura University. The objective is to provide an engaging and educational experience.

## Key Concepts

- **Game Objective:** The player needs to solve the puzzle by assembling the scattered pieces of the Umm Al-Qura University logo.
- **Educational Purpose:** This game is designed to increase recognition of the Umm Al-Qura University logo while offering a fun, interactive experience.
- **Puzzle Difficulty:** The game offers different levels of difficulty based on the number of pieces in the puzzle.

## Design Choices

- **Logo Integration:** The logo of Umm Al-Qura University is used as the primary visual element, divided into puzzle pieces.
- **User Experience:** The game is designed to be intuitive, with drag-and-drop functionality for assembling the puzzle.

## Future Enhancements

- **Timed Challenges:** Adding a timer to challenge players to complete the puzzle in a set amount of time.
- **Multiplayer Mode:** Introducing a mode where players can compete against each other to complete the puzzle faster.