

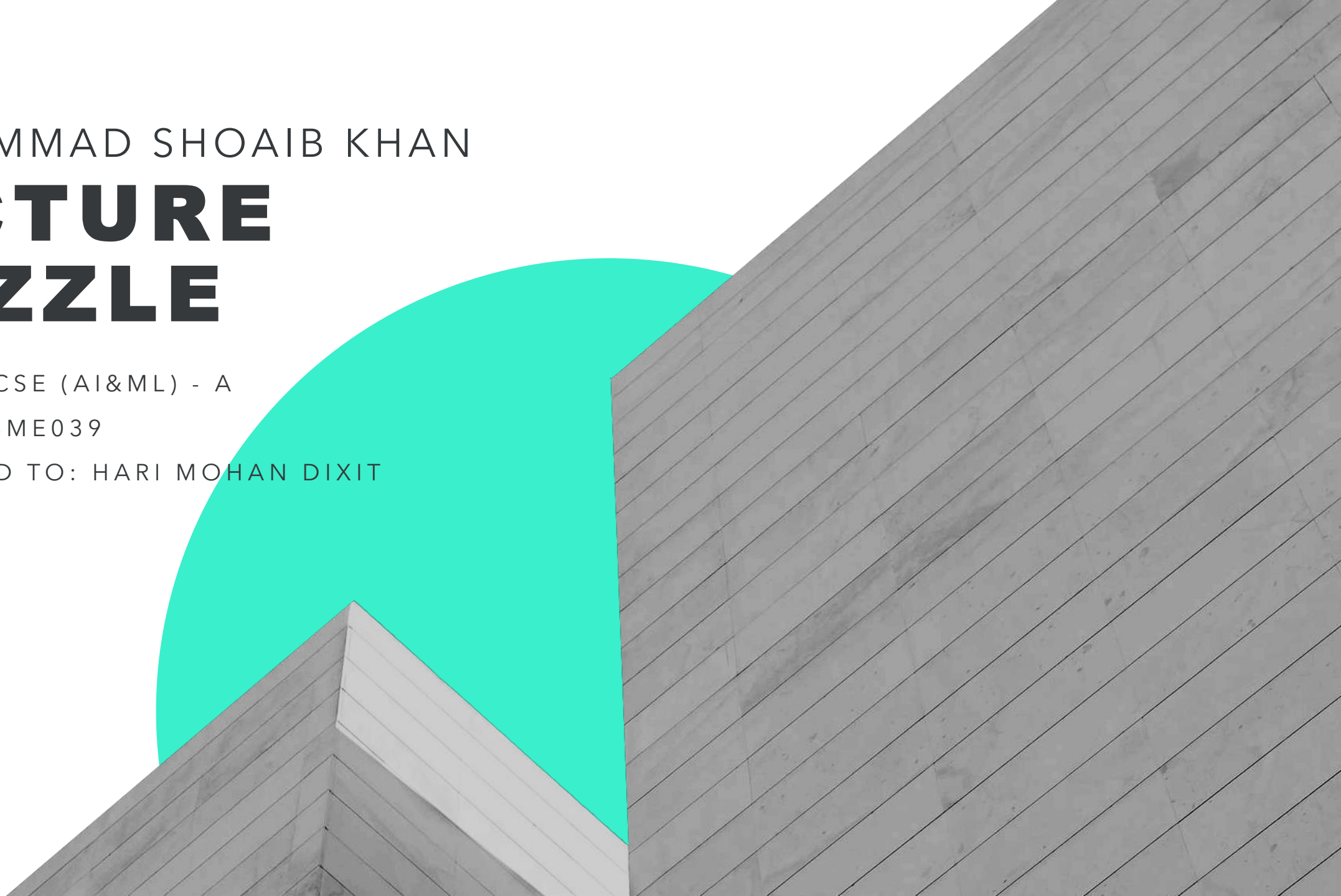
MOHAMMAD SHOAIB KHAN

PICTURE PUZZLE

BRANCH: CSE (AI&ML) - A

CRN: 21CSME039

SUBMITTED TO: HARI MOHAN DIXIT

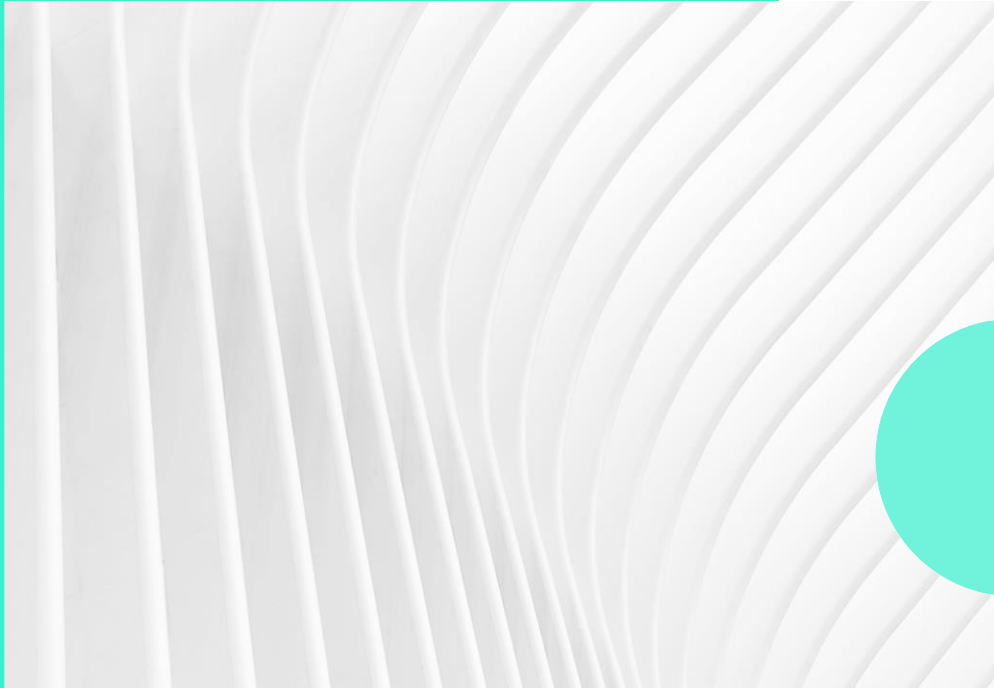


INTRO



“Picture Puzzle” is a sliding puzzle game made with the programming language, C#. The goal of the game is to challenge the players’ problem-solving skills by rearranging tiles to form a complete picture within the given time limit.

OBJECTIVE

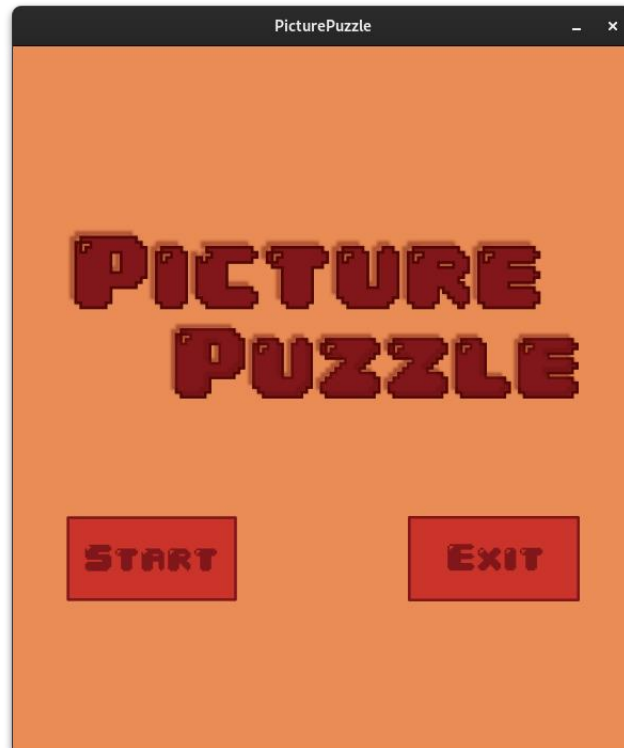


The main objective for making this game was to learn more about game development.

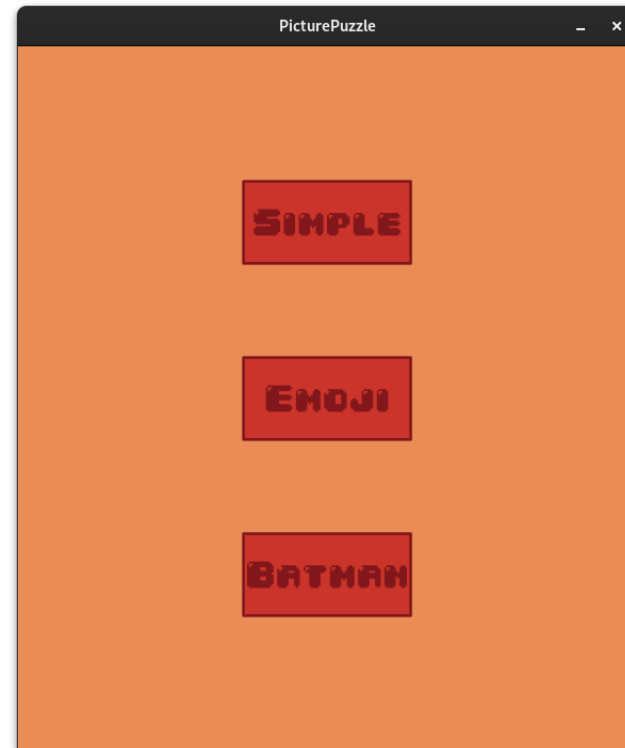
I also got to learn about image manipulation using Inkscape and GIMP software.

DEMO

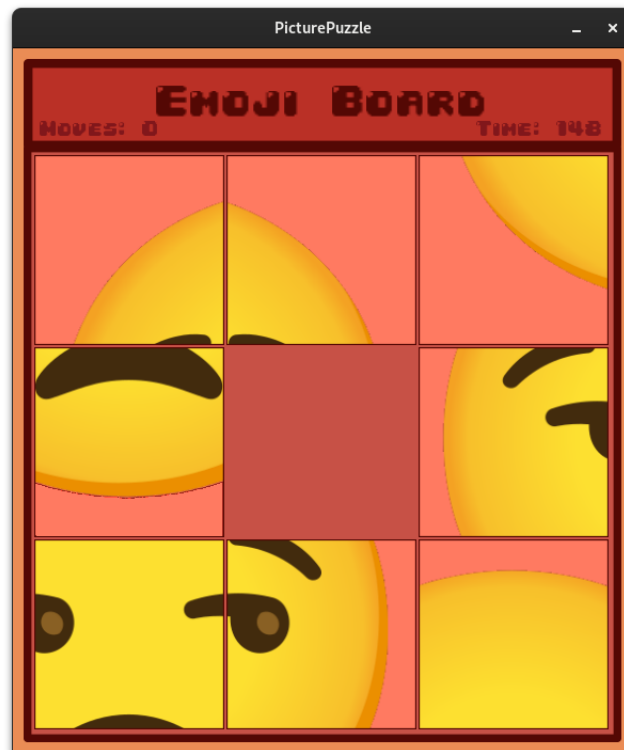
1: Title Page



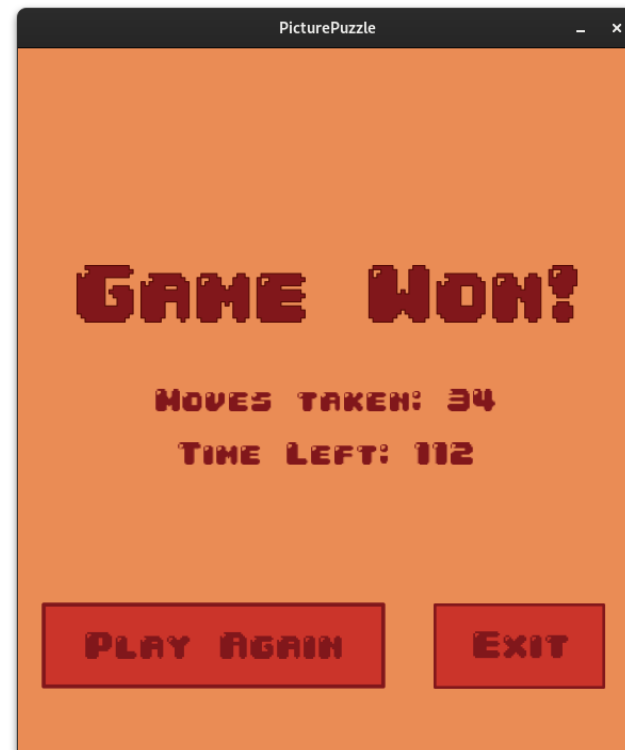
2: Board Selection Page



3: Gameplay

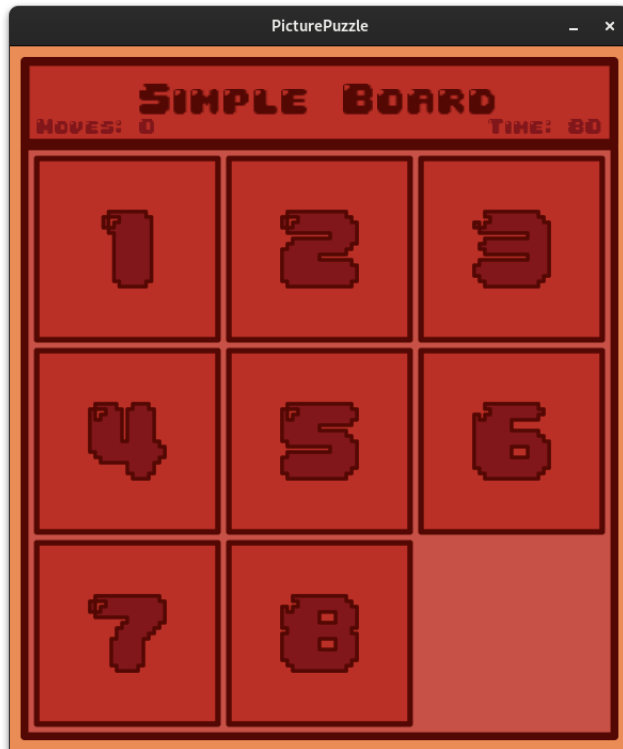


4: End Page

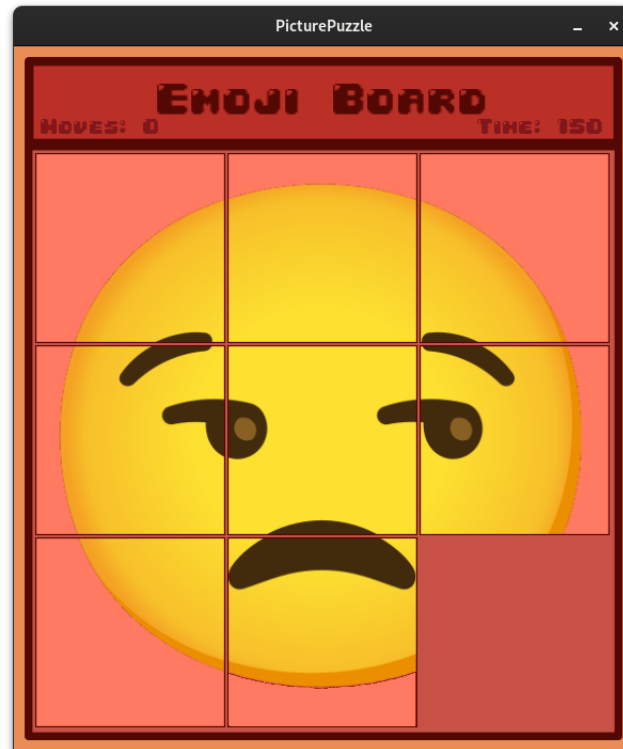


BOARD TYPES

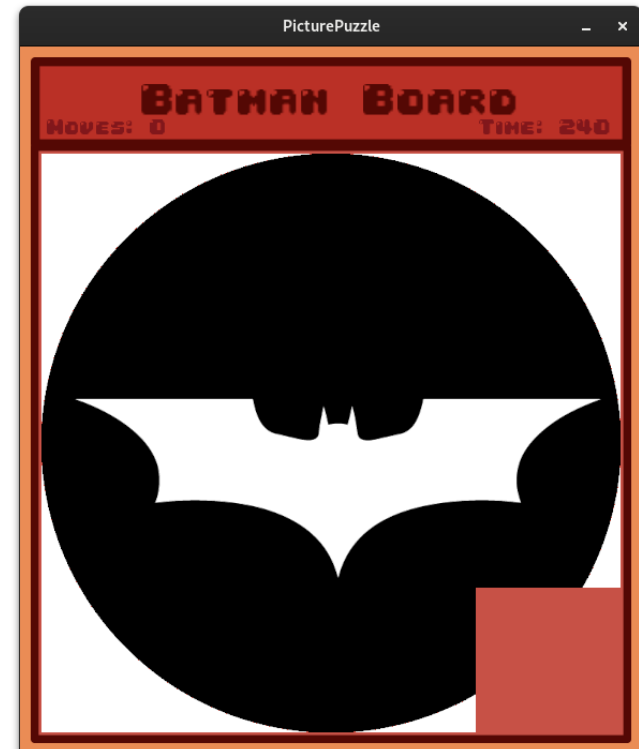
1: Simple



2: Emoji



3: Batman



TECHNOLOGIES USED

- C# as the programming language
- MonoGame, the game development framework in C#
- Inkscape and GIMP for asset creation and image manipulation
- JetBrains Rider as the IDE



FUTURE SCOPE

- More pictures or boards with non-square grid can be added.
- Ability to use any picture in the puzzle.
- Adding Android support.



REFERENCES

- MonoGame Documentation -
<https://docs.monogame.net/>
- C# Documentation -
<https://learn.microsoft.com/en-us/dotnet/csharp/>
- Inkscape Tutorial -
<https://inkscape.org/learn/tutorials/>





THANK YOU

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