



SLIDING PUZZLE PROJECT

PROJECT DESIGN

INT-2050-RE01
PROFESSOR KOLA OGUNLANA
DESIGNED BY NAM DINH KHUONG TRAN

Email: ktran58@students.pgcc.edu

TABLE OF CONTENTS

<i>1. Introduction</i>	<i>2</i>
<i>2. Project idea</i>	<i>3</i>
<i>3. Target audience</i>	<i>4</i>
<i>4. Technology platforms</i>	<i>5</i>
<i>5. Project features</i>	<i>6</i>
<i>6. Wireframes</i>	<i>7</i>
<i>7. Timeline and budget</i>	<i>10</i>
<i>8. Contact person</i>	<i>11</i>

1. INTRODUCTION

Hi, I'm Henry. Currently, I'm majoring in Computer Science at Prince George's Community College. I'm pleased to do this project for my Mobile Application Development course. Also, I hope everyone enjoys this game made by me.

2. PROJECT IDEA

When I was a child, I really loved solving puzzle games. One of the puzzle games I like is the sliding puzzle. To play this game, all of the pieces will be shuffled, and then the player needs to put them back like the original picture by sliding those pieces. It seems simple, but actually not. So, why don't I make this game by myself with the pictures I like? That's the idea for my project.

3. TARGET AUDIENCE

This project is a simple puzzle game that fits everybody, regardless of age, gender, and occupation. People who love solving puzzle will enjoy this game.

4. TECHNOLOGY PLATFORMS

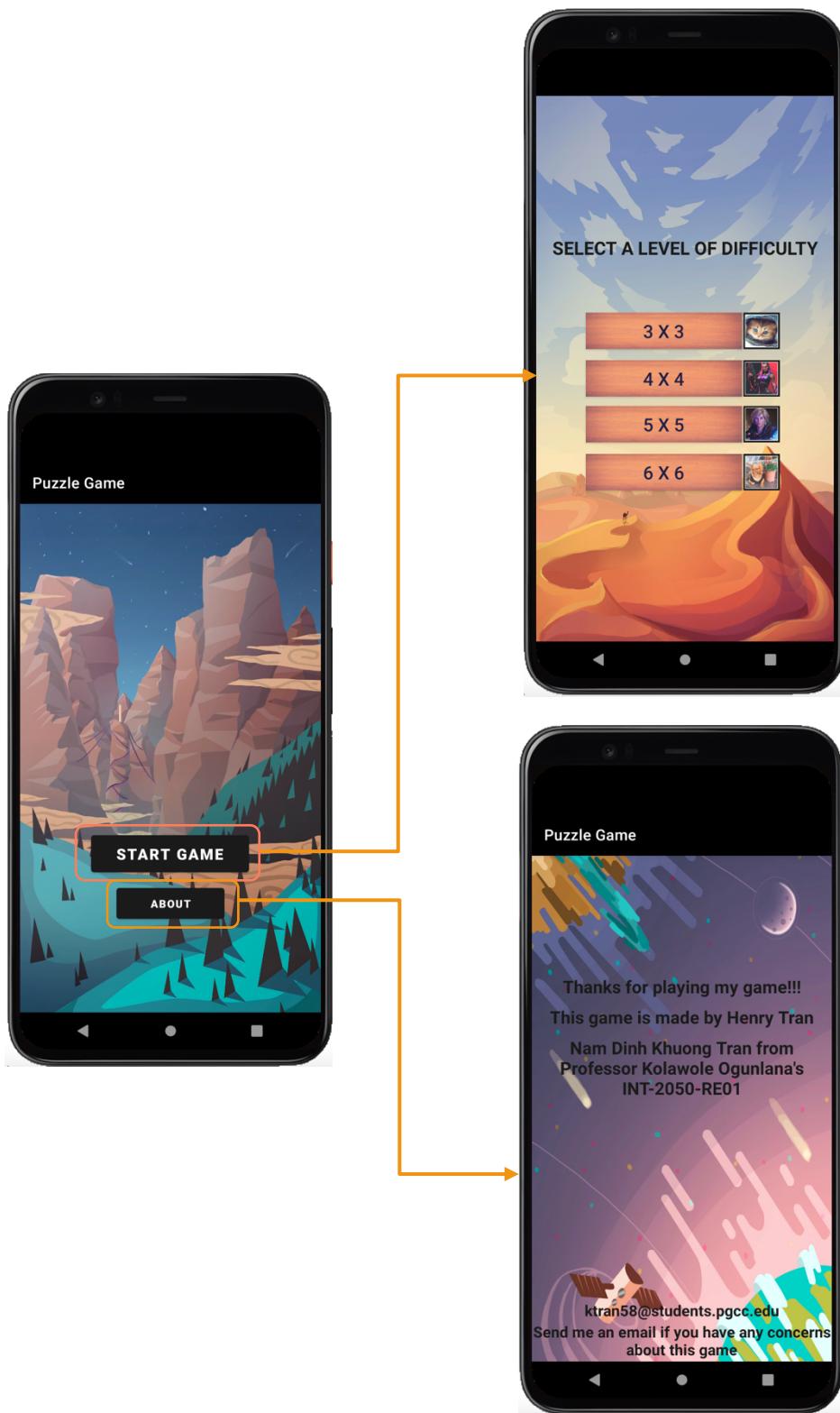
Currently, my project is just a demo project that only works on Android phones. Also, it works perfectly on the Pixel 5 with the size of 6.0" and 1080 x 2340 px resolution. However, in the future, I can make it work precisely on any device.

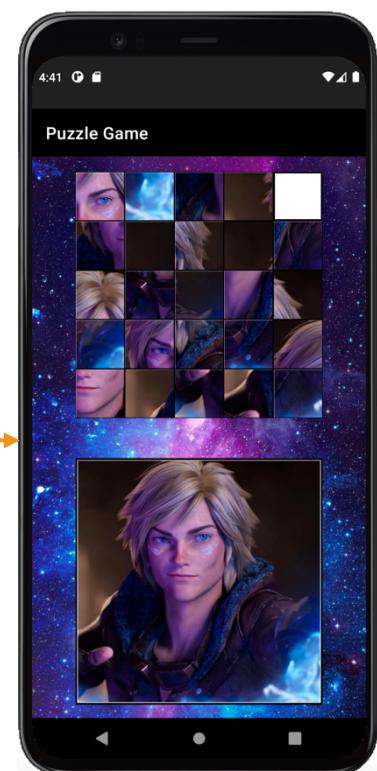
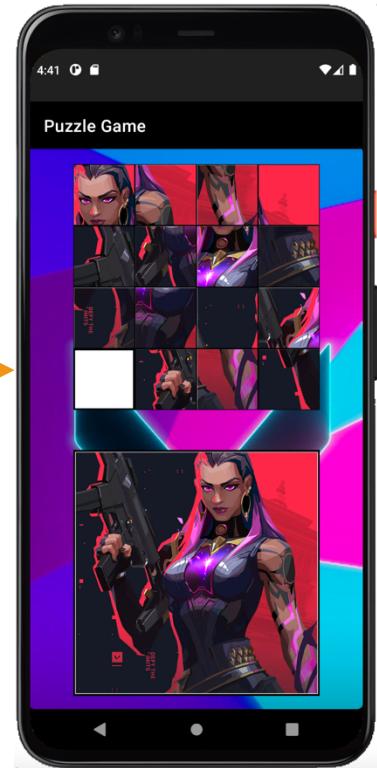
5. PROJECT FEATURES

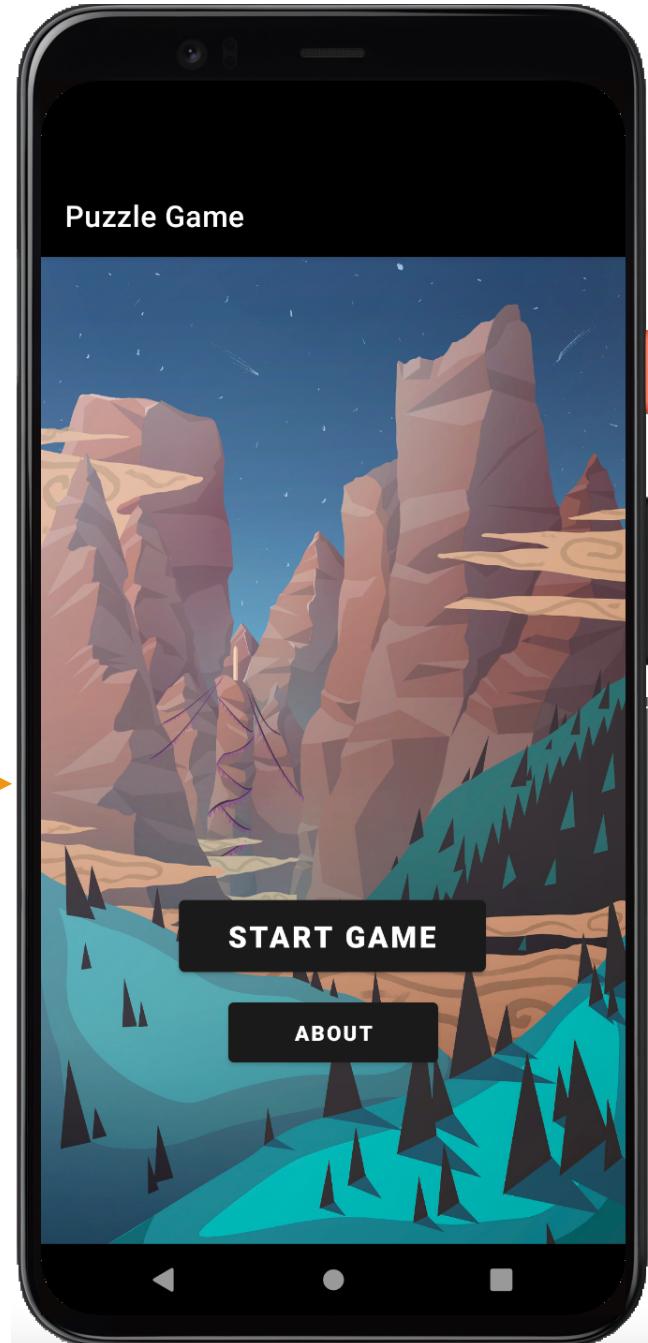
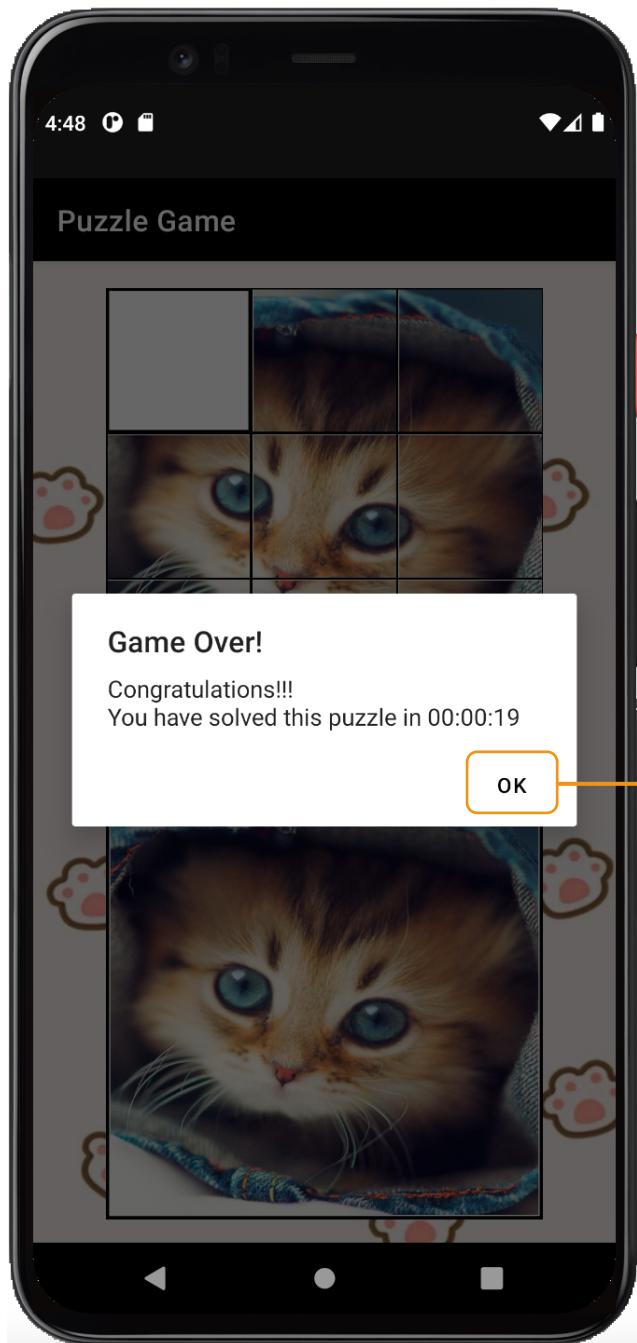
This project is a simple sliding puzzle game with some features:

- There are four levels of difficulty that you can choose to play.
- There is sound when the pieces of the puzzle are moving.
- When the puzzle has been solved, the app will let you know how long you got it done.

6. WIREFRAMES







7. TIMELINE AND BUDGET

To complete this project, I needed approximately 4 weeks:

Phase	Week
Preparing materials	1
Programming for gameplay	2
Designing game	3
Testing and complete	4

Also, I didn't spend money on this project. All materials are collected online, and some from mine.

8. CONTACT PERSON

This project is designed and developed by Nam
Dinh Khuong Tran.

Email: ktran58@students.pgcc.edu