BLOCK BLAST GAME

DATA STRUCTURES

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*Abstract*—

Keywords—

# Introduction

Creating games is an effective way to learn and apply programming concepts. This project is called “Block Blast Game”. Block Blast game is a puzzle game which is creative, attention grabber, and could also be called as brain game as we need creative and critical thinking to solve the game. For this project we are designing this game using C++ programming Language with the concept of Data Structures.

Block Blast game is a grid-based puzzle game where blocks of different colors are placed on the screen. When the game starts, the player selects a group of matching blocks, they are removed and block above fall down to fill empty space. New blocks may also add as the game goes on. For this game to work smoothly, we use Data structures to manage the grid, store player moves and handling the removing and filling of blocks.

The goal of this project is not just building the game but also show how data structures can be used and in addition to that add more features to the game such as timer and reset.

# Literature review

# methodology

# Limitations

# conclusion

##### References

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