CompleteMe

Interactive Educational Puzzle Platform Utilizing Computer Vision

Or Reshef S 324064849

Gal Azoulay 323859967

The Problem:
Market Gaps in Educational Puzzle Games

Limited Content

Physical puzzle boxes provide limited content. Once completed, the learning experience ends - children either replay the same puzzles or disengage entirely.

Parental Dependency

Parents must constantly supervise and validate whether children select correct puzzle pieces, limiting independent play.

Trial-and-Error Validation

Existing digital platforms use coordinate-based matching and checking, allowing children to guess solutions rather actual visual understanding.

No Personalization

Developers predetermine all puzzle content without personalization options. The platforms offer no topic selection, progress tracking or achievement monitoring.

Our Solution: Intelligence for Independent Learning

Our platform revolutionizes educational puzzles by moving beyond simple coordinate checks. We analyze **visual coherence:** evaluating edge continuity, color compatibility and texture consistency. In addition, our platform allows an **infinite selection** of images.

Infinite Content Generation

Access to over 6.5 million images via the Unsplash API, offering **dynamic content generation** with keyword search or a "Surprise Me" mode. **Progressive difficulty** scales from 2-32 pieces with 1-4 missing sections.

Visual Validation

Advanced **CV algorithms** such as edge detection, color analysis, texture and **deep learning** semantic validation ensure robust and accurate visual puzzle validation.

Independent Learning

Visual feedback, success animations, encouraging prompts and intelligent hints foster self-directed learning without constant adult intervention.

Personalize Profile Page

Track progress history, view completed puzzles, customize avatars, and monitor skill development through personalized achievement tracking.

Literature Review

Literature Review: Comparative Analysis

As part of our literature review, we analyzed 6 articles. Here, we present three articles that align closely with the goals of out project.

Aspect	Alotaibi (2024)	Ma et al. (2023)	Wang et al. (2023)
Focus	Game-based learning effectiveness for cognitive development	Computer vision algorithms for puzzle-solving automation	Interactive feedback systems for children's learning
Technology	Meta-analysis of educational games	SIFT, RANSAC, Sobel edge detection, Hausdorff distance	Computer vision + projection system with multi-sensory feedback
Key Finding	Puzzle games show large effect (g=0.63) on cognitive development	87.1% success rate using edge compatibility and feature matching	Immediate positive feedback promotes cognitive development and motor skills
Limitations Addressed	Does not address validation mechanisms	Focused on automation, not educational assessment	Required specialized hardware (projection table)
Data/Participants	136 studies, 1,426 children aged 3-8	Puzzles with 35-70 pieces	58 children aged 4-6
Contribution to Our Project	Confirms puzzle-based learning effectiveness	Provides technical CV validation foundation	Validates immediate feedback design approach

Literature Review: Key Findings and Challenges

Significant Cognitive Development

Research indicates puzzle games have a substantial impact on cognitive development, with an effect size of *g=0.63*, highlighting their educational potential.

High Validation Success Rates

Computer Vision algorithms achieve up to 87.1% success in puzzle validation, demonstrating the feasibility of our visual analysis approach.

Immediate Feedback Benefits

Instant feedback mechanisms are proven to significantly promote learning and enhance fine motor skill development in children.

Real-time Processing Capability

Modern computing devices are capable of supporting the real-time computer vision processing required for an interactive platform.

> Challenges include optimizing algorithms for real-time performance, balancing accuracy with response time, validating semantic context and ensuring child-safe dynamic image generation.

Competitor Analysis

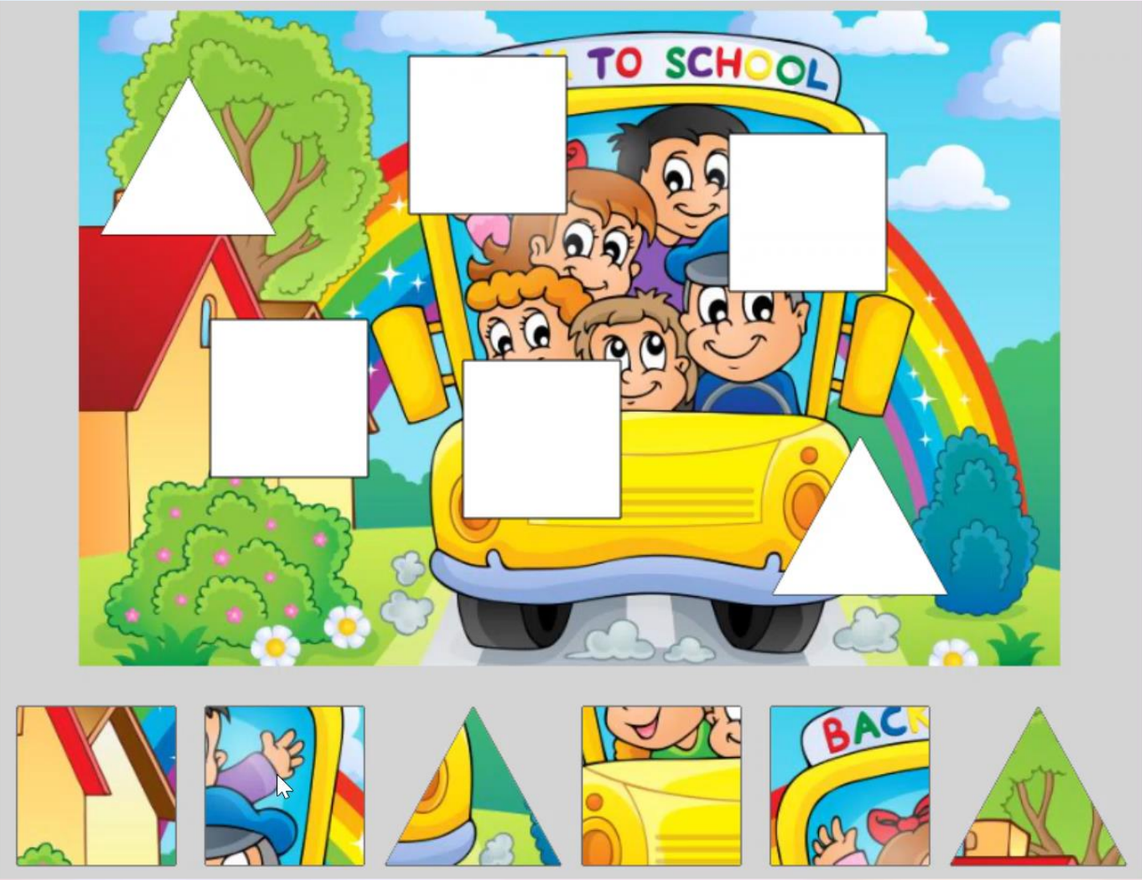
Competitor Analysis

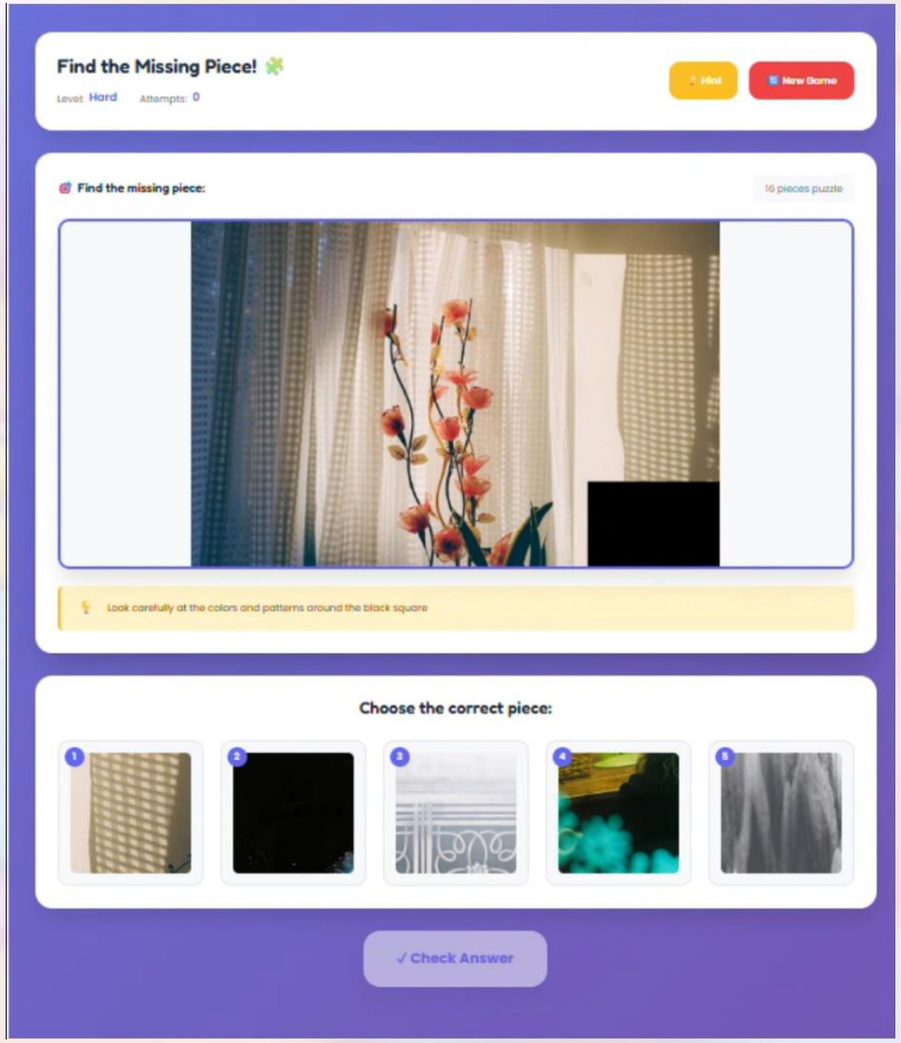
Web Platform	Digipuzzle.net	RoomRecess.com	HappyClicks.net	SafeKidGames.com	Our Platform
Computer Vision Validation	X	X	X	X	✓
Infinite Content Generation	X	X	X	X	✓
User Topic Selection	X	X	X	X	✓
Visual Coherence Analysis (deep learning)	X	X	X	X	✓
Progressive Difficulty	X	2 levels	X	X	✓ (2-32 pieces)
Multi-Piece Challenge	✓	✓	✓	✓	✓ (1-4 missing)
Immediate Visual Feedback	Message (at the end) - only if right	Sound - only if right	Sound + Animation - only if right	Sound + Message (at the end) - only if right	Message + Animations (at the end) - both right & wrong
Progress Tracking	X	X	X	X	✓
Validation Method	Immediate – Coordinate-based	Immediate – Coordinate-based	Immediate – Coordinate-based	Check only at the end – Coordinate-based	Check only at the end - CV and Deep learning

Our Key Competitive Advantages:

- **Visual Intelligence:** Prevents trial-and-error, fostering genuine understanding.
- **Personalized Content:** Infinite, child-driven content via Unsplash API and keyboard search.
- **Engaging Feedback:** Immediate, encouraging visual feedback enhances learning.

Competitors Vs. Ours





Functional & Non- Functional Requirements

Functional Requirements: Core Features

01

User Authentication & Access

Secure registration, login, guest mode, and password recovery ensure controlled and flexible access.

02

Dynamic Image Selection

Keyword search via Unsplash API, "Surprise Me" option, and child-safe content filtering provide endless personalized puzzles.

03

Game Configuration & Initialization

Scalable difficulty (2-32 pieces) and adjustable missing pieces (1-4) enable algorithmic puzzle generation for diverse skill levels.

04

Interactive Puzzle Gameplay

Display incomplete images with black-masked regions on the main canvas. Below, a piece tray presents correct fragments alongside algorithmic decoy pieces. Users drag-and-drop selections and validate with "Check My Answer" button.

05

Visual Validation

Comprehensive CV and DL validation: Edge analysis, Color analysis, Texture analysis, Feature extraction and Semantic validation.

06

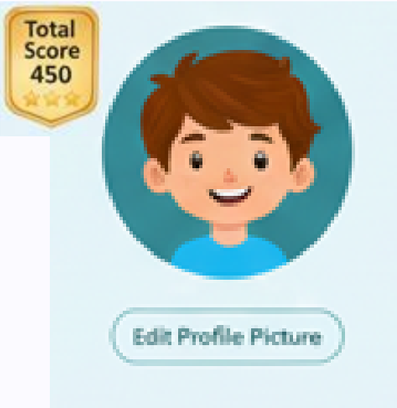
Immediate Feedback System

Success animations (confetti, stars) and "Try Again" prompts provide real-time, encouraging responses within a couple of seconds.

07

User Profile & Progress Tracking

Records recent activity (10+ puzzles), displays thumbnails, difficulty levels and visualizes progress for ongoing motivation.



Non-Functional Requirements:

01

Usability & Compatibility

Browser compatibility: Ensuring seamless functionality across major browsers: Chrome, Edge, Firefox.
Child-friendly interface: large buttons, minimal text, clear icons and age-appropriate feedback language.

02

API & Resource Management

Unsplash API: Strict adherence to rate limits (50 requests/hour).
Image Processing: Optimized for size (max 1024px width) for efficiency.

03

Data Management

User Progress: Storage for 10+ recent puzzles.
Guest Data: Cleared automatically at session end.
Image Storage: Uses external image URLs only - no local file storage.

04

Security & Protection

Authentication: Brute force login protection (5 attempts → 15-min lockout).
Input Sanitization: Prevents SQL injection and XSS attacks.
Content Filtering: Robust child-safe image filtering.
Password Security: Bcrypt hashing for all user passwords.

05

Performance & Responsiveness

Image Fetching: Max 5 seconds for seamless content loading.
Puzzle Generation: Max 3 seconds for quick game setup.
Validation Response: Max 15 seconds for engaging, real-time feedback.

Our Web Application

Score: 120

AI Puzzle Game

Choose Your Level - Let's Start!

Beginner

4 Easy

8 pieces

8

16 pieces

Hard

16 pieces

Expert

32 pieces

1 piece

2 pieces

3 pieces

4 pieces

Start Game

Home

Profile

Leaderboard

Settings

Score: 150

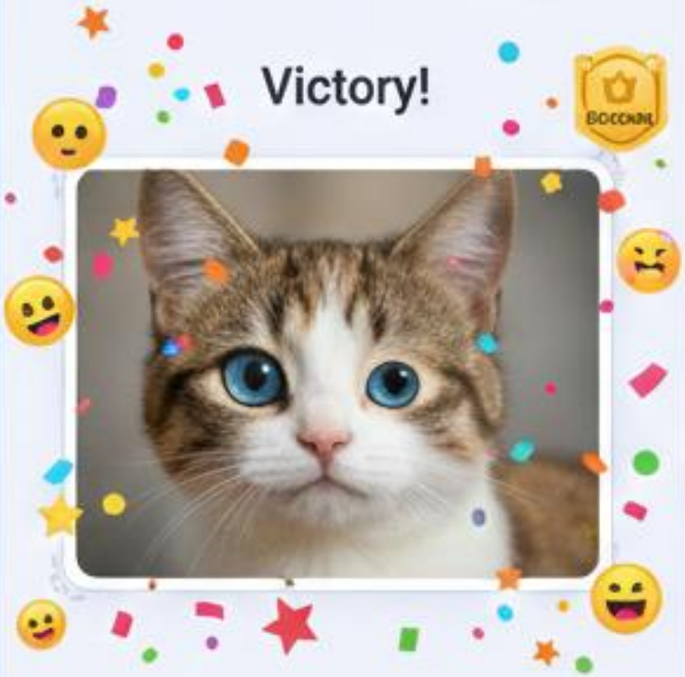
The Challenge: Find the Missing Piece

Time 0:45

Hint

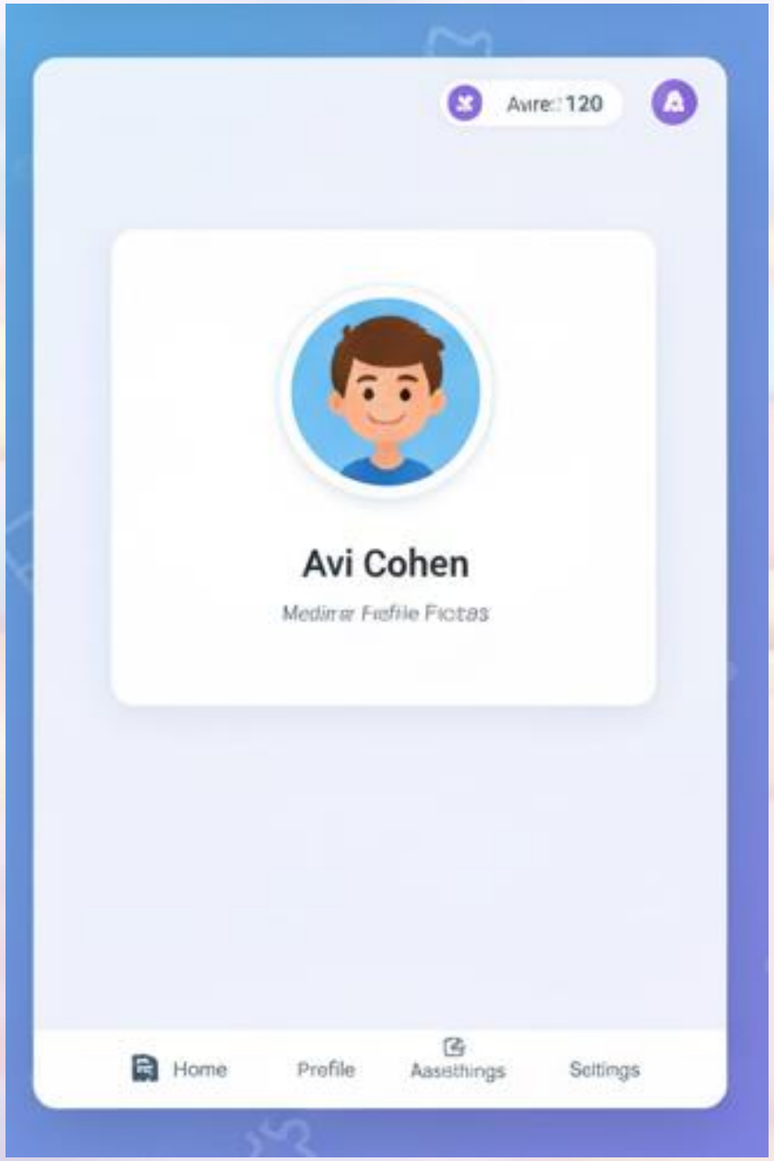
Check My Answer

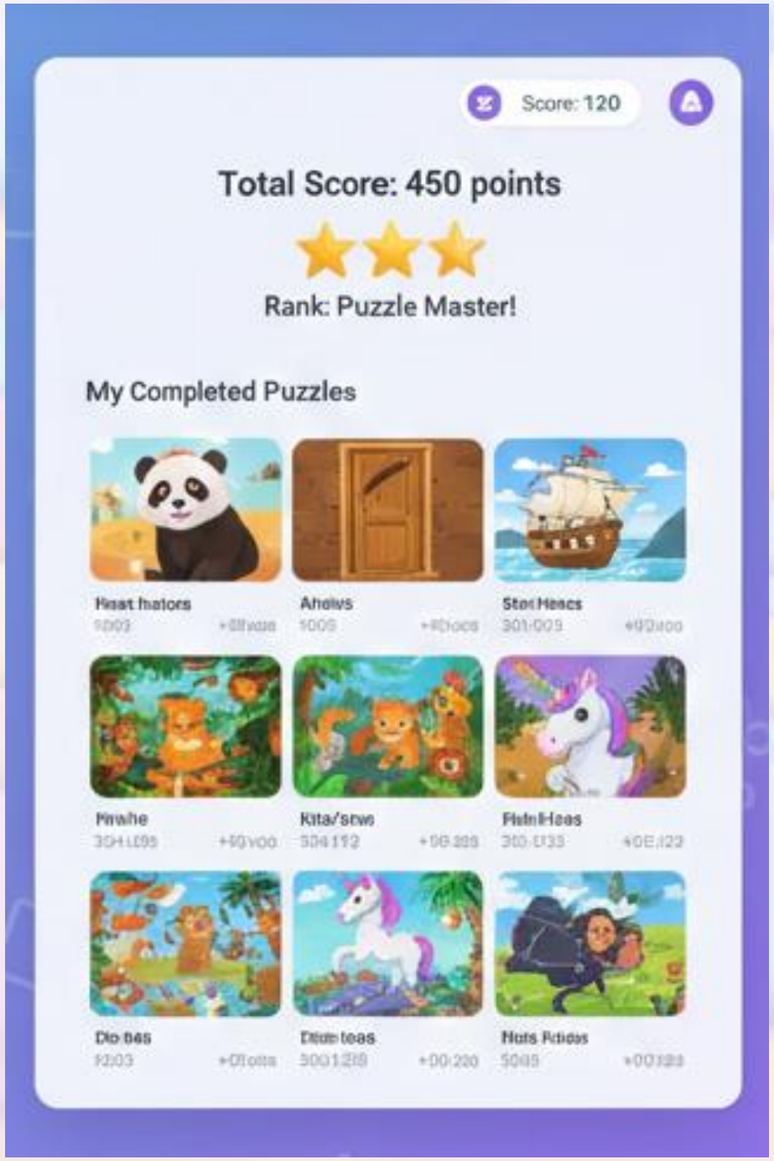
Victory!



GOOD ANSWER!

New Game


Avre: 120
Avi Cohen
Home
Profile
Settings


Score: 120
Total Score: 450 points
Rank: Puzzle Master!
My Completed Puzzles


My Profile & Achievements
Victory Streek
128
Mon
Tue
Thu
Fri
Sat
Sun
Edit Profile Picture
Logout

Thank You For Listening!