**Project Proposal - Puzzle Game using JavaScript**

The idea of this project is to create a puzzle game which user has ability to upload an image and specify the number of pieces, the image should be broken into. Then user can rearrange the puzzled image into its original image by moving and rotating pieces of images. If the user rearrange the image successfully the game ends.

The timeline of the project is as follows.

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| Week | Task |
| 1 | Learn basics of JavaScript and game development using JavaScript. Learn event handling, DOM model for JavaScript. |
| 2 | Create simple game using JavaScript by following an online tutorial. |
| 3 | Create simple canvas and load images to it. This canvas is the background of the game. |
| 4 | Move loaded image on stationary canvas. |
| 5 | Separate the image automatically according to the user specified number of pieces. |
| 6,7 | Move and rotate pieces of images independently. |
| 8,9 | Merge pieces of images according to the user clicks. (When user keeps a piece on the correct place the piece should be automatically merged).Add simple alert sound when merge. |
| 10 | Stop the game when the user finishes the puzzle correctly. (Identify whether the image was recreated fully or not) |
| 11, 12 | Test the entire application and solve potential bugs. Test the application. |