**INDEX**

|  |  |  |
| --- | --- | --- |
| **Sr.No** | **TOPIC** | **PageNo.** |
| **1** | **College Certificate** | 3 |
| **2** | **Acknowledgement** | 4 |
| **3** | **Problem Definition** | 5 |
| **4** | **Existing System and Need for New System** | 7 |
| **5** | **Scope of the Work** | 8 |
| **6** | **Feasibility Study (Including H/W and S/W setup requirements)** | 9 |
| **7** | **Requirement Analysis (Including Fact Finding Methods)** | 12 |
| **8** | **Database Design** | 17 |
| **9** | **Game Design -** |  |
|  | 1. Design Overview and Gameplay | 18 |
|  | 1. Bug Fixes | 30 |
| **10** | **UML Diagrams -** |  |
|  | 1. Use-case Diagrams | 32 |
|  | 1. Class Diagrams | 34 |
|  | 1. Sequence Diagram | 35 |
|  | 1. Collaboration Diagram | 37 |
|  | 1. Activity Diagram | 38 |
|  | 1. State Chart | 45 |
| **11** | **Use Interface Design -** |  |
|  | 1. Input / Output Screens | 46 |
|  | 1. Testing Strategies and Test Cases | 54 |
|  | 1. Implementation Approach | 58 |
| **12** | **User Manual (Help)** | 59 |
| **13** | **Drawbacks, Limitations and Proposed Enhancements** | 63 |
| **14** | **Bibliography** | 64 |