

## TEAM 4

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### Game Idea-

The participants will select a programming language. In the game, the participants will be given jumbled keywords of the programming language that they select. They have to unjumble the given keywords in the given amount of time to progress to next level.

In the initial level, more easier and shorter keywords will be given, but as the game progresses, more difficult and longer keywords will be given to unjumble in later levels.

Longer the length of the keyword, the more points will be earned by unjumbling it.

Example of some keywords that can be used

(for java)- abstract, Boolean, byte, transient, instanceof, package etc.

(for python)- elif, import, assert, yield, lambda etc.

(for javaScript)- static, debugger, arguments, synchronized etc.

and so on.