

Micro-Project Report

On

Submitted in partial fulfilment of the requirements

“PIC PUZZLE GAME”

For the award of the course of Diploma of Engineering in Information
Technology By

Sr.no.	Roll Number	Name of the Students	Enrolment No.
1.	22IF303	Bangar Sarthak Nilesh	2010510345
2.	22IF341	Shinde Amit Arun	2010510390
3.	22IF342	Shinde Siddhi Tukaram	2010510391
4.	22IF350	Walse Manali Rohidas	2010510400

Under the guidance of

Subject Teacher
(Miss. P. C. Fafat)

H.O.D
(Dr. D. N. Rewadkar)

Principal
(Dr. D. R. Nandanwar)

DEPARTMENT OF INFORMATION TECHNOLOGY
GOVERNMENT POLYTECHNIC AWASARI (KHURD)



SEMESTER 5th (2022-23)

CERTIFICATE

This is to certify the following students of semester 5th of Diploma in Information Technology of Institute: Government Polytechnic, Awasari (kh) (code :1051) has completed the micro project satisfactorily in subject- Advanced Java(22517) for the academic year 2022-2023 as prescribed in the curriculum.

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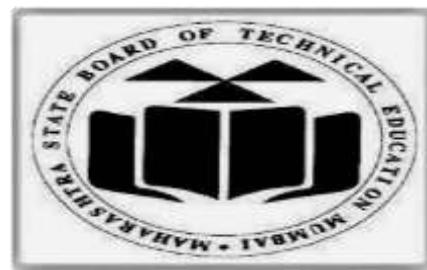
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PART A

MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION



**GOVERNMENT POLYTECHNIC, AWASARI (KH)
TAL- AMBEGAON, DIST – PUNE – 412405**

MICROPROJECT

ACADEMIC YEAR	2022-2023
COURSE NAME	Advanced Java
COURSE CODE	22517
BRANCH	Information Technology (TY)
TOPIC NAME	Pic Puzzle Game

Details Of Team Members

Sr.no.	Roll Number	Name of the students	Enrollment No.
1.	22IF303	Bangar Sarthak Nilesh	2010510345
2.	22IF341	Shinde Amit Arun	2010510390
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Part – A Micro-Project Proposal

TITLE : PIC PUZZLE GAME

1.0 Aims/Benefits of the Micro-Project

The main theme behind developing puzzle game using java is to provide a creative and competitive environment for the players who will use this system. The important part of this game, it's an online web application which can be access from anywhere using its domain name or by assigning IP address.

2.0 Course Outcomes Addressed

- a) Design GUI using AWT and SWINGS
- b) Develop program using event handler .

3.0 Proposed Methodology

First of all we have to select a topic which Pic Puzzle Game. The teacher will assign one set of Micro Project and ask the student to create a report on Pic Puzzle Game. We collected information about the topic using sources such as internet and books then we asked the subject teacher about the pic puzzle game on which we have a micro project and then we type the required part-A and done proper page set up and submitted to subject teacher. After the setup of part- A we paper a report of pic puzzle game After finishing all the typing we arrange all the data in proper arrangement. We selected proper margin font, lay out, 4A size etc. at last we got the printouts of the micro- project and submitted to subject teacher

4.0 Literature Review

In every case, the puzzle-solver's goal is to solve a particular mentally challenging problem or accomplish a particular mentally challenging task. Computer games are today an important part of most children's leisure lives and increasingly an important part of our culture as a whole. Computer games are a growing part of our culture. The puzzle games have been too simplistic in comparison to competing video games.

5.0 Action Plan

Sr. No.	Details of activity	Planned Start date	Planned Finish date	Name of Responsible Team Members
1.	Formation of the project group			
2.	Allocation of project title by subject teacher			Bangar Sarthak Nilesh
3.	Conduct the information search about the project for requirement analysis of the project			Shinde Amit Arun
4.	Procurement arrangement of the components materials required for the project			Shinde Siddhi Tukaram
5.	Actual project projector assembling work			Walse Manali Rohidas
6.	Testing calibration and prototype development			
7.	Report preparation			
8.	Submission of project			

6.0 Resources Required

Sr. No	Name of resource	Specifications	Qty.	Remarks
1	Desktop PC	16GB RAM /512TB SSD	1	
2	Windows	Windows 11	1	
3	Edit plus	64Bit	1	