

"DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING/ INFORMATION TECHNOLOG"

FINAL PROJECT REPORT

on

Project Title: PUZZLE GAME USING C++

-: Submitted By:-

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> Submitted to Ms. Reena Mam

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1.Summary:-

This program is a simple world puzzle game formed by using c++ Language and certain Datatypes. Basically, A puzzle of alphabets is shown on screen you have to guess a hidden correct word from the puzzle for each correct guessing you will get one score and winner will also get a prize.

2.Aim :-

Puzzle game sharpens the ability to find solution to problems . puzzle have clear goals to achieve.

When the little one plays a puzzle, he/she will learn that to solve a problem there are steps that must be taken to solve it. The little one will get used to solving problems with a creative mindset.

3.Benefits:-

❖ HARDWARE AND SOFTWARE :-

In hardware requirements we need:

➤ Memory: 4 GB

➤ **Graphics Card:** NVIDIA GeForce 510

> CPU: Intel Core 2 Duo E8400

➤ **File Size:** Unknown

➤ OS: Windows 10 64 Bit.

SCREENSHOT OF OUTPUT:-



APPLICATION OF PROJECT :-

- > Puzzle game sharpens the spatial visual intelligence. Puzzle game sharpens memory.
- Puzzle game sharpens the Little One's fine motor skills. Puzzle games trains eye and hand coordination.
- > Puzzle game sharpens the ability to find solutions to problems. Puzzle game trains social skills.

CONCLUSION:-

- > The motive of this project has been to model Sudoko.
- > as a CSP and to evaluate the correlation between the symmetry and time required to solve the puzzle.
- As expected our experimental results indicate that Symmetry indeed does have an effect on the solution time.
- The reason asymmetric puzzle take substantially longer. Time to solve when compared to symmetric Puzzles is that, when modeled as a CSP there is more information available in symmetric puzzles which makes solving more efficient

REFRENCES:-

https://www.academia.edu/32018795/LET US C BY Yeshwant Kanetkar

https://educativesite.com/oop-c-e-balagurusamy-book-solution-downloadlatest- version/

:: DECLARATION ::

I/we declare that this project entitled "puzzle game" done at itm, gwalior is a record of project work submitted by me/us for the partial fulfillment of the pbl work under the supervision and guidance of dr./mr./mrs. Reena Chauhan.

The project is genuine and not a reproduction of any project previous done or submitted.

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:: CERTIFICATE ::

This is to certify that this report of "PUZZLE GAME" embodies the original work done by (Shraddha Sharma, Vishal Garg, Sumukh Sharma, Sumit Sahu) during this project submission as a partial fulfillment of the requirement for the PBL work of Bachelor of Engineering III/V Semester, of the R.G.P.V., Bhopal.

Supervisor/Guide

Ms. Reena Chauhan