PROJECT REPORT

SQUARE-CHECKER

Introduction About Game:-

1. This is a game which is fun to play which we used to play when we were in school.
2. So, idea came from there to make this game.

How To Play Game:-

1. Player 1 starts the game
2. Click on edges to mark them
3. If a box is made, it gets shaded with the player assigned color.
4. When all the edges are marked, the result is displayed on the result screen.
5. Player with more number of squares wins.
6. Click anywhere on the result screen to play again.

Languages Used :-

1.This whole game is made from python.

System Requirements:-

You Should Have Tkinter, Numpy and Pygame installed in your PC.

TEAM:-

1. *IMT2020088 – HEET VASANI*
2. *IMT2020044 – PREM SHAH*

Challenges:-

Challenge was to learn about numpy, tkinter and pygame module of python as per needed from geeksforgeeks and other videos from youtube.

Also, second thing is we failed many time to get preview coreectly on screen, and many other issues like

- *Line not getting selected*
- *Box not making*
- *Errors in function*
- *Game not ending even after all lines and dots get selected*

So, we fixed them by trial and error type method like implementing different logics different times or finding errors in logic used. And yes, at last we made it somehow.

Implementation:-

We tried to implement this idea by using different modules of python and keeping in mind how we used to play this game in real life on pen and paper.

So, all steps to play this game are usually used by us when we were kids.

<u>What We Learnt:-</u>

We Learnt to use different modules of python at different places with different logics.

Main thing we learnt is to keep patience while programming.