HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT
USER MANUAL

DYNAMIC CREATION AND PLAYING OF AN EDUCATIONAL PUZZLE GAME VIA THE INTERNET

CS/382

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Project Number: CS/382

Project Report Submitted by: Maria Chrysandrea

This project is submitted in partial fulfillment of the award of the Diploma in Computer Studies of the Higher Technical Institute.

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INTRODUCTION

1.1   How to use the User Manual

The given manual is provided to the users in order to help them though the operation of the program. Any difficulties encounter according to functions, or even to get to know the sequence and the flow of the form of the system it is recommended for the users to review this manual.

1.1   Work Environment

The Puzzle Game System has been developed in Visual Studio 2005 with Visual Basic.NET under WINDOWS XP environment. In order to achieve the operation of the system .NET framework 2, and WINDOWS XP are required.

The following Hardware and Software will be required in order for the system to be fully functional.

HARDWARE

- **Pentium III or over**
- **512 RAM or over**
- **VGA color monitor**
- **Keyboard, mouse**

SOFTWARE

- **MICROSOFT WINDOWS 2000 or over**
- **.NET 2 FRAMEWORK**