HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DOMINO GAME

DIPLOMA PROJECT

(PROJECT REPORT)

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3CS

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SUMMARY

COMPUTERIZED DOMINO GAME

By

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This is the beginning of the report that summarizes the purpose of the work, the approach followed and its main conclusions.

The author of this report is Emily Kasinou, student of the Higher Technical Institute in the last year of Computer Studies. Supervisor of this project is Mrs. Pagona Katsouri, lecturer of the Higher Technical Institute in the Computer Studies Department and External Assessor of the project is Mr. Nikos Anastasiou, IT Engineer of Cyprus Airways.

This project is about the computerization of the Classical Domino game, which will be played either by one human player against the computer or two human players in the same network.

The development of this project is for the purpose of the final year Diploma in Computer Studies in Higher Technical Institute.

The computerized version of the Classical Domino game will be developed using a visual programming language.

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