HIGHER TECHNICAL INSTITUTE

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DIPLOMA PROJECT

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

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INTRODUCTION

The major scope of the project is to entertain and educate people who use the puzzle games in the same time. The term puzzle implies a problem or enigma that challenges ingenuity. Puzzles are often contrived as a form of entertainment, but they can also stem from serious mathematical or logistical problems — in such cases, their successful resolution can be a significant contribution to mathematical research. This project is called "Dynamic Creation and playing of an educational puzzle game via the internet".

The target is the development of a system, through which people using the system will be able to be:

- Educated and
- Entertained

Furthermore, the people using the system will be able to:

- Have an account on the website
- Login whenever and wherever they want.

Another target is the development of an efficient system that can be used by any human being who wants to be entertained and/or educated.

SUMMARY

As it has been already noted in the Introduction the major scope of the project is to entertain and educate people through the puzzle game. The project is not intended for any organization so is non profitable.

The System Development Life Cycle (SDLC) methodology will be followed in the analysis of the project and the programming language Visual Basic.NET will be used for the development of the project.

Various programming languages were available to select among them in order to develop the project:

- Java
- Microsoft Visual Basic.NET
- C#

After investigating the features and benefits of these programming languages and also take in mind how much familiar I was with each one of these development tools, I decided that Microsoft Visual Basic.NET is the most suitable language to be used for the development of this project. (Appendix)

This project will provide the following features:

- User friendly environment
- Login procedure
- Website access anytime