

## 2<sup>nd</sup> International Conference on **Computer Graphics & Animation**

September 21-22, 2015 San Antonio, USA

### **Tic tac toe**

**Madineni Rajesh**

St. Mary's University, USA

This is a puzzle type game. It was developed using Visual Studio.net and runs on a Windows personal computer. It is commonly known as tic tac toe, but has multiple options for the board size and the types of players, human or computer. The game has an electric circuit mother board design as the background. A USB cable and a DVD drive are the symbols to be filled in the squares. It has two options to choose regarding how a player wants to play the game. The two options presented to the player are "VS Player" and "VS Computer". There are different levels available to play. The basic level is very easy which is 3\*3, In 3\*3 there are total of 3 squares horizontally in 3 rows and 3 squares vertically in 3 columns. In the same way, there are 4\*4(4 squares horizontally in 4 rows of 4 squares vertically in 4 columns also 5\*5, 6\*6 and 7\*7 levels. If the first option is selected i.e., "VS Player" then two players would be playing the game. The next step would be choosing the level of the game among 5 levels from the sizes (3\*3 etc). Next arrange their pawns in a row either horizontally, vertically or diagonally. If they fail to arrange in a row then the game is declared as "draw". If a single person is playing the game then the player can choose second option i.e., "VS Computer". So, the second player would be a computer. As the player makes a move, the computer makes another move and blocks the player's pawn from forming a row. When a player is finally able to complete a row of similar pawns they are declared as "winner". Finally, this is all about arranging similar pawns and forming a row with them horizontally, vertically or diagonally. This game may increase thinking ability and concentration.

[rmadineni@mail.stmarytx.edu](mailto:rmadineni@mail.stmarytx.edu)

### **Fruits & vegetables pictures matching game**

**Mohamed Elkmishi**

St. Mary's University, USA

This presentation discusses a computer based game called Fruits and Vegetables Picture Matching which is an educational game. It's designed for young children to help improve their concentration through fun matching activities. When a child starts the game, the main screen, as it is shown below, will appear containing five different levels of matching boards as 2x4, 3x4, 4x4, 5x4, and 6x4. Each board will have collection of fruits and vegetables pictures and the user has to match up all of the pairs in order to finish the level. After the kid finishes each level, a congratulate screen will appear to reward them, and give them valuable information about fruits and vegetables as a prize to help kids like eating healthy food. The player can choose any level from the main screen, so s/he doesn't have to start sequentially. Each time the player matches a pair of tiles, they are eliminated from the grid until it's cleared. If the pair didn't match, they will return to the initial state. The collection of fruits and vegetables sorted on each board is randomly scattered. The game is free time and free score, so the child can focus on matching pictures. The game runs on MS-Windows platform and it developed using Microsoft Visual Basic 2010 Express.

[melkmishi@mail.stmarytx.edu](mailto:melkmishi@mail.stmarytx.edu)