**Sokoban Game**

In our day to day lives we all have come to a point in which we all are bored out of our minds and need something to do. That’s where our game Sokoban comes in handy as it will challenge you on so many different levels and show you how good of a puzzle solver you are compared with others.

**Objective**

The main objective of this program is to help save people of all ages from boredom by challenging their wits. This game will be an offline desktop application hence no need for any internet connection. The UI of this product will be very easy and free of cost for everybody to use.

**Existing System**

The current Sokoban games don’t have a high score based data base for users with a less attracting UI design that is a bit difficult to understand.

Our Sokoban game will solve all these problems by having the ability to generate a high score based data base and have an attracting UI design that would be easy to use with a dedicated instruction page for more convenience.

**UI DESIGN of Sokoban Game**

**Log in Page:** It will ask the user to fill the username and password to log in to the game and use the username for the high-score page and take the user to the instruction page. If the user hasn’t registered yet then the user can click on the register button to go to the registration page to register.

**Registration page:** The user can fill his details and set his username and password then click the done button which will take the user to the log in page.

**Instruction page:** Over here the user can read the instructions on how to play the game and click the start game button to go to level 1.

**Level 1:** It will load the level 1 map in which the user will have to place all the boxes on the diamonds in the lowest moves possible using the arrow keys on the keyboard. It displays the total no of moves count and once all the boxes are placed on the diamonds then the user will be taken to level 2.

**Level 2:** It will load the level 2 map in which the user will have to place all the boxes on the diamonds in the lowest moves possible using the arrow keys on the keyboard. It displays the total no of moves count and once all the boxes are placed on the diamonds then the user will be taken to level 3.

**Level 3:** It will load the level 3 map in which the user will have to place all the boxes on the diamonds in the lowest moves possible using the arrow keys on the keyboard. It displays the total no of moves count and once all the boxes are placed on the diamonds then the user will be taken to level 4.

**Level 4:** It will load the level 4 map in which the user will have to place all the boxes on the diamonds in the lowest moves possible using the arrow keys on the keyboard. It displays the total no of moves count and once all the boxes are placed on the diamonds then the user will be taken to level 5.

**Level 5:** It will load the level 5 map in which the user will have to place all the boxes on the diamonds in the lowest moves possible using the arrow keys on the keyboard. It displays the total no of moves count and once all the boxes are placed on the diamonds then the user will be taken to the High-score page.

**High-score page:** It will allocate ranks to users based on who completed all the 5 levels in the lowest moves possible and display usernames with their respective ranks and move counts. There will be a retry button to take users to level 1 and a end game button to close the game.

**Advantages of Sokoban Game**

These simpler problems offer a gradual introduction to logical thinking, with the added benefit of boosting a persons confidence in dealing with logic with each completed task. Overall, the Sokoban puzzles are a fun and engaging technique to teach pupils how to solve logical problems. Creating a challenging environment where people can have fun without any need of Internet as our Sokoban game is an offline based desktop application with a high score based database.

**Application that will be used to make the project:** Eclipse IDE for Java Developers - 2020-12.

**Programming language that will be used:** Java.

**Built for Desktop user’s only.**