

Madhav Institute of Technology and Science, Gwalior

(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)

Session: 2020-21

Department of Information Technology

Minor Project Report

On

Déjà vu

In partial fulfilment of the requirement for the award of the degree of



SUBMITTED BY: -

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SUBMITTED TO: -

Prof. Vikas Sejwar



Madhav Institute of Technology and Science, Gwalior (M.P.)

(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)

CERTIFICATE

This is to certify that Akshat Singh (0901IT191008) and Gargi Verma (0901IT191024) minor project, " Déjà vu " is a genuine record of a project completed under our supervision and guidance in partial fulfilment of the requirements for the award of a Bachelor of Technology in Information Technology in the Department of Information Technology, Madhav Institute of Technology and Science, Gwalior.

(Prof. Vikas Sejwar)
Mentor

(Prof. YOGESHWAR SINGH)
Mentor

CANDIDATE'S DECLARATION

I hereby declare that the Project entitled “**Déjà vu**” is being submitted in partial fulfilment of the requirement for the award of **Bachelor of Technology in Information Technology**.

All information in this document has been obtained and presented by academic rules and ethical conduct. I have fully cited and referenced all material and results that are not original to this work.

To the best of my knowledge, the material presented in this Project has not been submitted elsewhere for the award of any other degree/diploma.

Date: 03/12/2021

Place: Gwalior

Akshat Singh (0901IT191008)

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Introduction

Introduction Of Déjà vu

Déjà vu is a basic front-end game. It is a brainstorming game that boost up memory with fun. In this game, there are sixteen cards with images on their backside, and each card has its pair in those sixteen cards. Every card has to be matched with its pair. The player gets only six lives to match the pairs. The project, **Déjà vu** is developed with the help of HTML, CSS, and, JavaScript.

Problem Statement

Match each card with its pair in the sixteen cards with remaining lives.

Overview of Déjà vu

The **Déjà vu** is a memory-boosting game that can empower the remembering ability of an individual. There are sixteen cards each with the image on the backside. Every card image has its pair in those sixteen cards. Also, there are only six lives for the player to match all eight pairs of cards. The player simply has to click on those cards, then they will turn forward and the image is now visible. Now again, the player has to pick another card of his own choice. If the image matches then they will not flick up and if the image does not match on both cards, they will flick up back again and one life will be reduced. Moreover, it is designed for the players who want to challenge their remembering ability.

System Requirement

The **Déjà vu** is an easy and good to go game. Its speciality is, it ain't require any additional hardware or software. Any player with a computer system, inbuilt with a browser in it, can amuse the game with fun. But it is recommended to use the Google Chrome browser.

System Analysis and Design

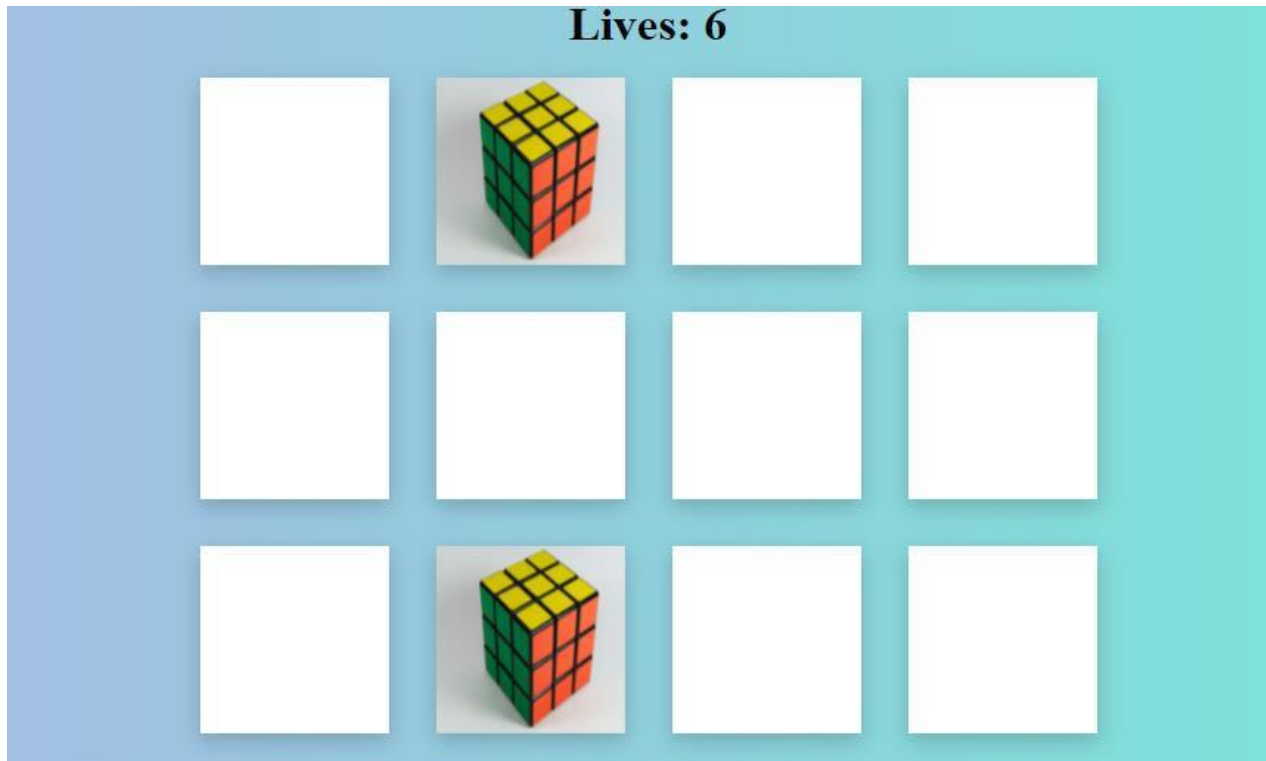
The **Déjà vu** is developed with the help of Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), and, JavaScript. It consists of two pages, one is the "Home page" which carry some information about the game. Furthermore, it also consists of a button saying "**Start the Game**" through which players can land to the "**Déjà vu**". On this page, there are sixteen cards visible to the player and also, the number of lives is mentioned.

Description

The **Déjà vu** is designed for challenging the memory of an individual for remembering things. For enjoying the game, first of all, the player has to click on the "**Start the Game**" button displayed on the home page. After clicking on the "**Start the Game**" button, the player will land on the page where he can have fun with the cards that are displayed on the screen.



Now, the player has to choose the card of his own choice and click on it. Then will be turned backside, displaying an image. Again, the player has to click on another card from any of those remaining cards. Repeating the same process, the other will also turn backside displaying an image. If the images do not match on both cards they will turn back again. So, remember the images and match them. And, if the images match, then the cards do not flick up.



Furthermore, as per the rules, there are a total of six lives for matching all eight pairs of cards. If the player fails to match a pair, then one life is reduced every time.

Conclusion and Future Scope

Therefore, it can be concluded that the **Déjà vu** is a game where players can challenge their brain skills and more with that, they can enjoy and have fun. Also, in future, this game can evolve with new designs and also with the addition of more levels.

References

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