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## PHRASE DETECTIVES: A WEB-BASED COLLABORATIVE ANNOTATION WEB GAME

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**Key Words:** Web-based games, distributed knowledge acquisition, object recogni - Category: H.5.2, I.2.5, I.2.6, I.2.7

**Keywords:** Web based games, Distributed knowledge acquisition object recognition, social networking, anaphoric annotation user interaction, XML semantic Web category: 11.5,2 1,2,5 1,2,6 1,27.

**Abstract.** Our project consists of a web game, and this project is developed for young children, and this game will attract children because it is an interesting game, and the advantage is that it is played without internet, and children from 6 to 12 years old can play. And there are several games in this web game software. For example, when we are driving a car, we are only concerned about driving the car like start/stop the car, accelerate/ break, etc.

**Acknowledgements.** I'm extremely grateful to (Something—my success, the completion of my dissertation) would not have been possible without the support and nurturing of (person). I cannot begin to express my thanks to ...., who .... Less strong, but very appreciative: I would like to extend my sincere thanks to .../ I must also thank

I would like to express my special thanks to our mentor Mr./Mrs. \_\_\_\_\_ for his/her time and efforts he/she provided throughout the year. Your useful advice and suggestions were really helpful to me during the project's completion. In this aspect, I am eternally grateful to you.

**Introduction.** Our team consist of 3 people. Ganijonov Mukhammadali, Obidjonov Nuriddinbek, Jabaraliyev Kuddarbek. Our goal in doing this project is to share offline games for young kids. The founder of this web project is Mukhammadali and Nuriddinbek, a member of our team. And we will contribute to the completion of the project until the end of the project. What is Web game ? We are going to create this web game from Html CSS and Java Script. That's where offline game mode comes in. Offline mode gives you the ability to continue playing your game even when you're not connected to the internet. This means that

no matter what comes up, you can still finish the story or level or fight the boss. Why browser games are better? You can also play them from any device, whether it's your computer, phone, or tablet. This is useful if you want to play on several devices (for example, at home on your laptop and on the go on your phone),

but don't want to pay to buy the additional app. How to download a offline game? To download a game, all you have to do is simply open the app, select your game of choice, click the x to access the details' section on the left of the game and tap the download symbol to save it for offline play. To access all of your downloaded games, go to the top-right menu and click on "Play Offline"

**Background.** Until now, developers have created various web games. For example Akinator. Sliter.io. League of Angels – Heaven's Fury. Dark Knight. Drakensang Online. DarkOrbit Reloaded. Lords of the Arena. Dragon Awaken. Our project is completely free to play without any costs. And also all games are easy to understand and play. And we plan to update this project in the near future. We think that the question of what news is of interest to everyone ? We will also develop additional games for older users within the project. Advantages of our project, the project includes several games, that is, there are more than 5 or 6 different games.

**Document Management.** User documentation. The User web game has the option of posting multiple sections of information from a zip file and can also post general in format. This website has sections like About, Creator, Services Certificate and so on.

**A set of programs associated with the operation of a computer is called software. Software is the part of the computer system, which enables the user to interact with several physical hardware devices.**

**The minimum software requirement specifications for developing this project are as follows:**

**Operating System : Windows XP/ Linux.**

**Hardware Requirement Specification**

**Processor : Standard processor with a speed of 1.6 GHz**

**RAM : 256 MB RAM or more**

**Hard Disk : 20 GB or more**

**Monitor : Standard color monitor**

**Rules Engine**

**Mukhammadali: He is dealing with the document part of the web game and Also HTML CSS part.**

**Nuriddinbek : Working Java Script and Bootstrap part.**

**Kudratbek: He is dealing with Presentation.**

**Obloberdi : Financial helper.**

**Customer relationship and Management functionality**

Customer relationship management (CRM) helps businesses to gain an insight into the behaviour of their customers and modify their business operations to ensure that customers are served in the best possible way. Customer relationship management is a process in which a business or other organization administers its interactions with customers, typically using data analysis to study large amounts of information.

**There are five key stages in the CRM cycle:**

Reaching a potential customer.

Customer acquisition.

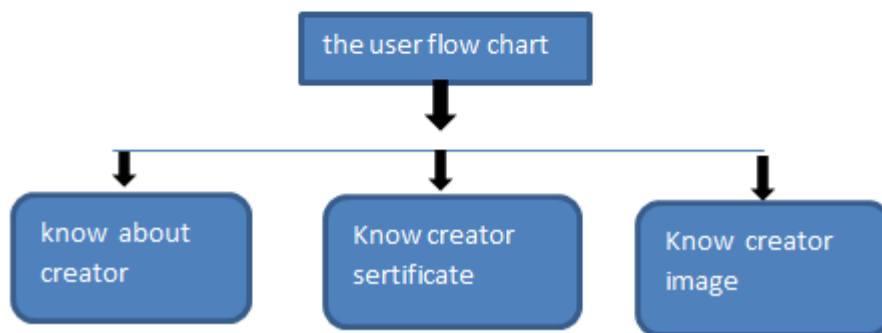
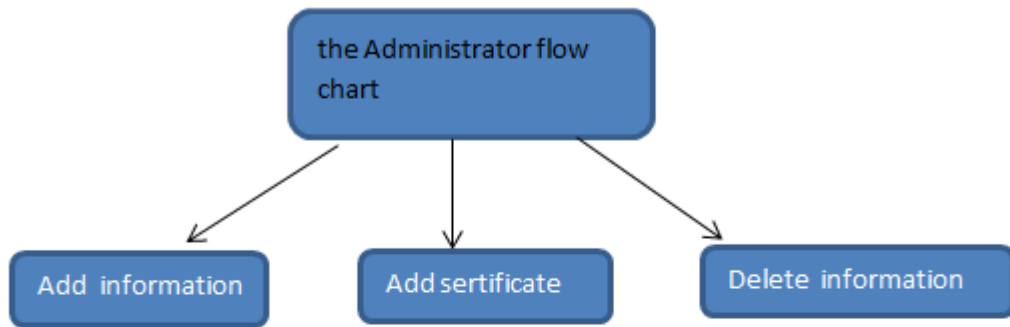
Conversion.

Customer retention.

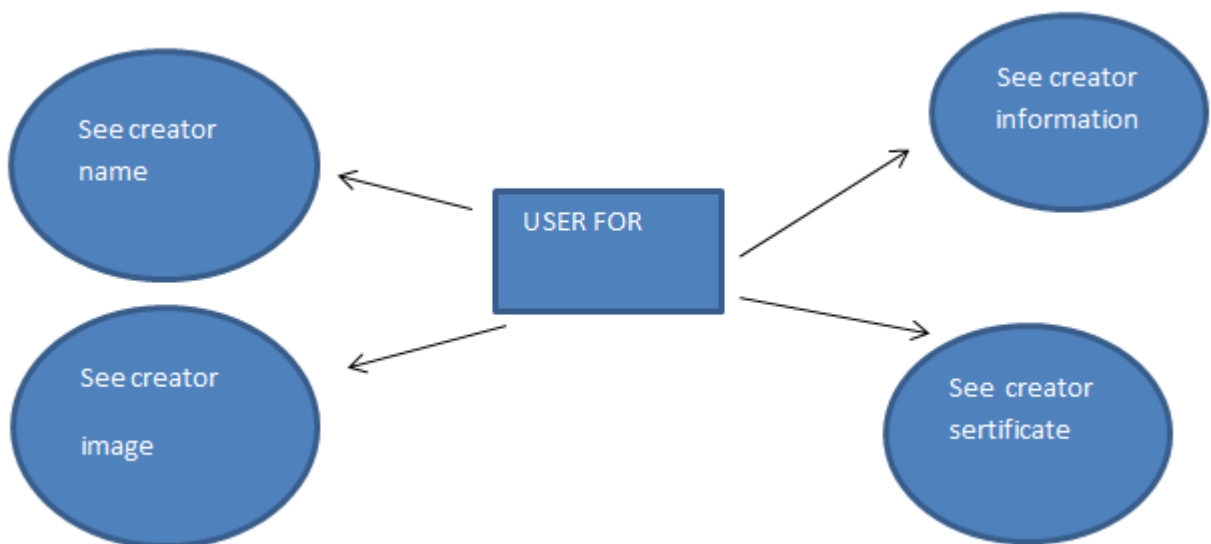
Customer loyalty.



*Workflow The main flow chart consists of three parts: flow chart, the user flow chart, the administrator flow chart.*



*Main Data Definition of System The basic definition of student entity and attribute:  
user*



*Admin function*



### **Purpose of the study.**

The planned modernized system will help to troubleshoot the discomforts faced by the kids. Web game is guaranteed dependable. However the new outline method has data storage. There is also information about the founders of the web game. How long he has worked in the field and how many projects he has participated in during that time, etc. You won't waste your time playing these web games because the games are fun and great. And the game does not require any logins and passwords from you. And also the speed of the game is at a much higher level. This web game provides you with information about the founder of the project. This web game helps to prevent children from wasting time on the street because they are playing without leaving the house out of curiosity. In this web application, developers update their versions every 2-3 months and add new interesting games to the web application.

### **Body of Report**

I do not have personal experiences to share. However, here is a sample report on a web game:

Title: Super Web game 2

The gameplay of Dinasour is simple and intuitive. The player controls Dinasour by tapping on the screen to make him jump, and holding the screen to make him jump higher. Dinasour runs automatically, The game consists of various worlds, each with multiple levels of increasing difficulty. Players can collect coins and power-ups along the way, which can help them progress through the game.

Graphics and Sound:

The graphics of dinasour are bright, colorful, and reminiscent of the classic Mario games. The levels are well-designed and feature various themes such as grasslands, deserts, and underwater environments. The sound effects and music are also classic, which adds to the nostalgic feel of the game.

Multiplayer:

Super Yaxtzee also features a multiplayer mode, where players can compete against each other in real-time races. The objective is to collect the most coins and reach the end of the level first. The multiplayer mode adds an extra layer of fun and competitiveness to the game.

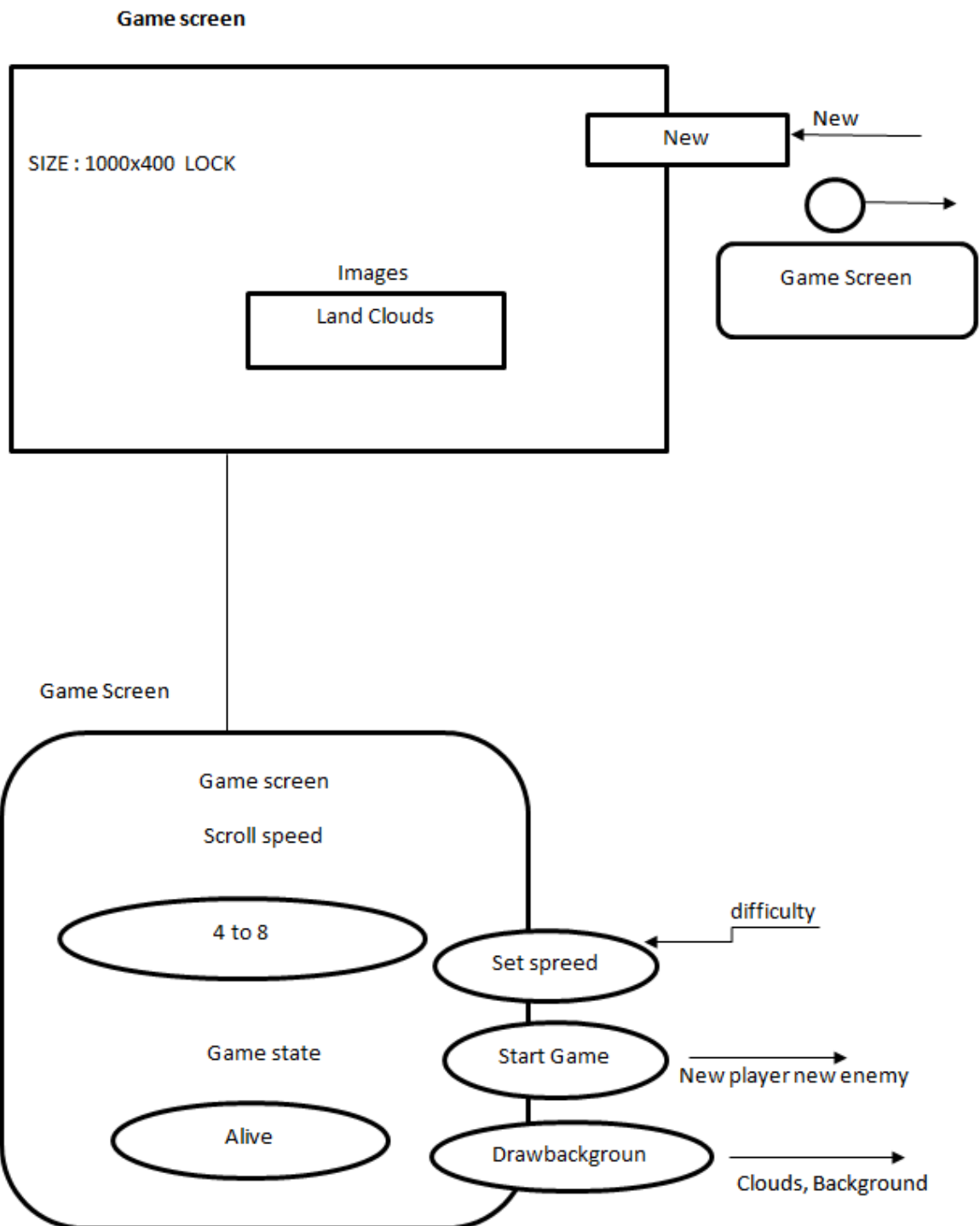
Conclusion:

Overall, Yaxtzee is a fun and addictive web game that appeals to both casual and hardcore gamers. The simple gameplay, classic graphics, and multiplayer mode make it a must-try for anyone who loves platform games.

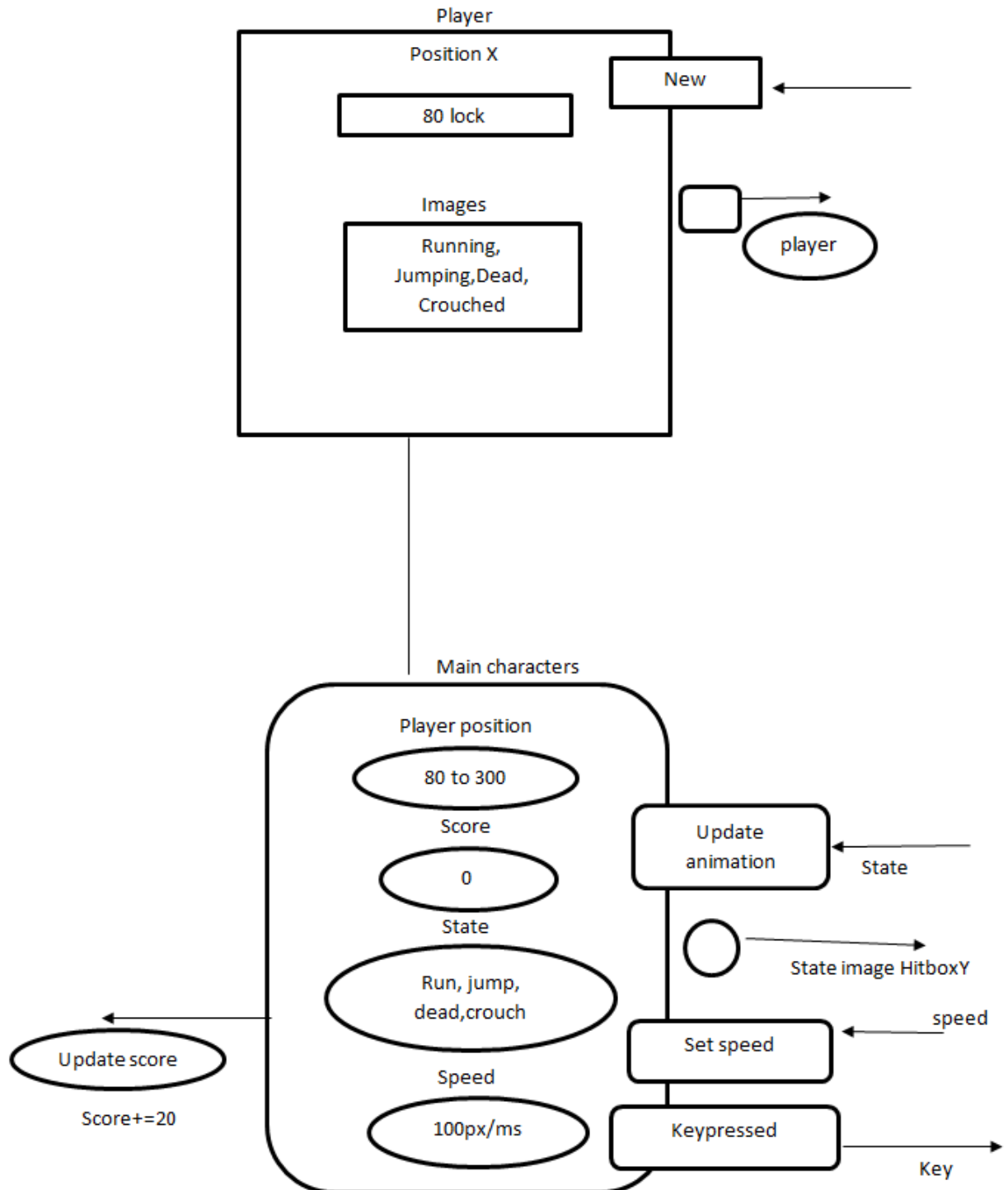
## Unified Modeling language (UML)

### 1.CLASS DIAGRAM

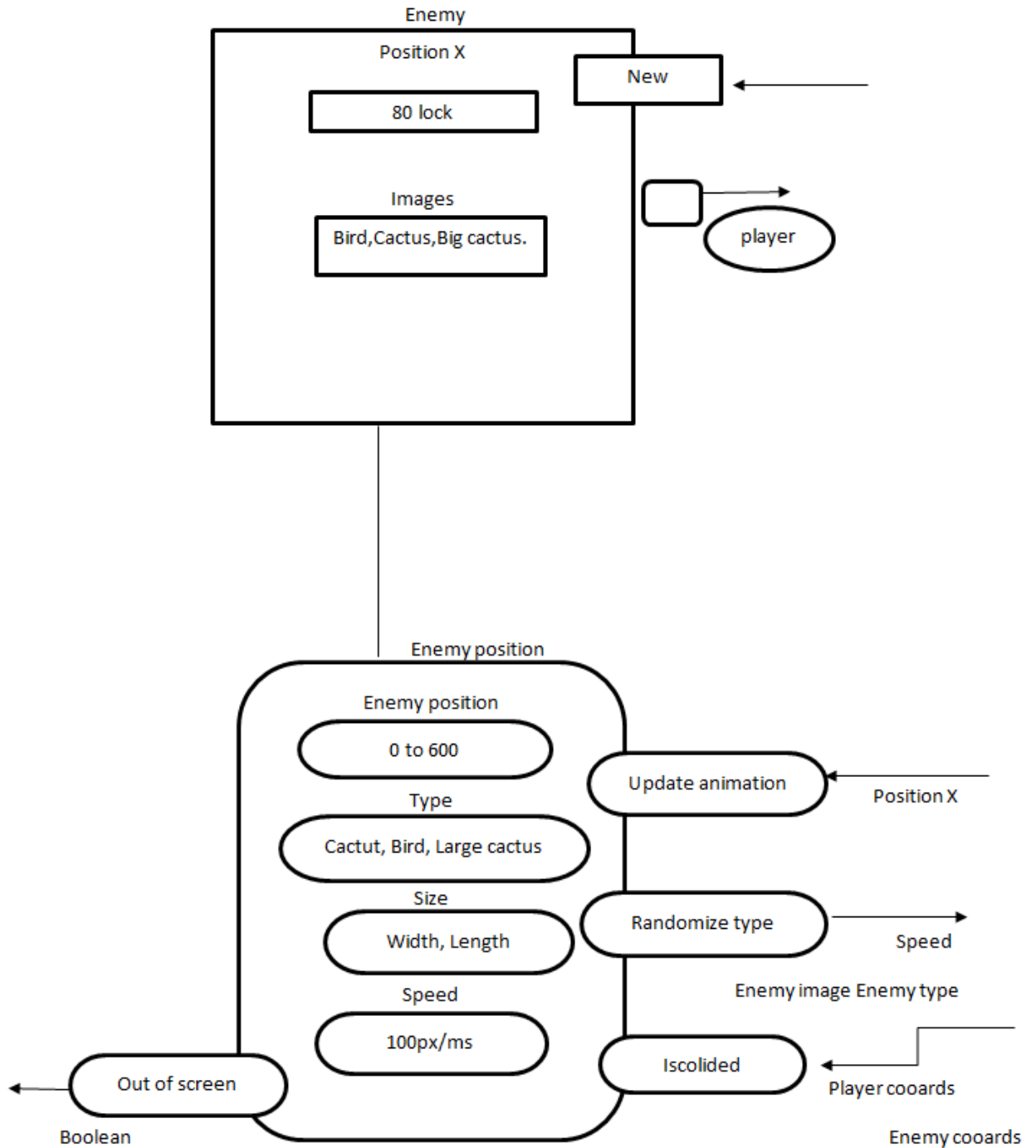
Describes the structure of a system by showing the system's classes, their attributes, and the relationships among the classes.



**2. Player Component diagram. Shows a complete or partial view of the structure of an example modeled system at a specific time**



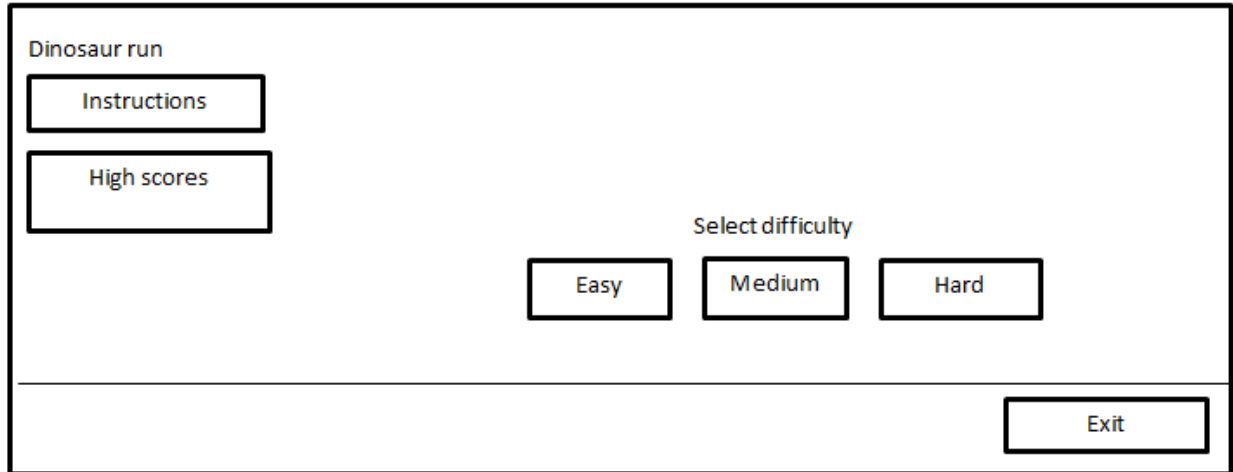
**3 Enemy diagram.** Shows a complete or partial view of the structure of an example modeled system at a specific time



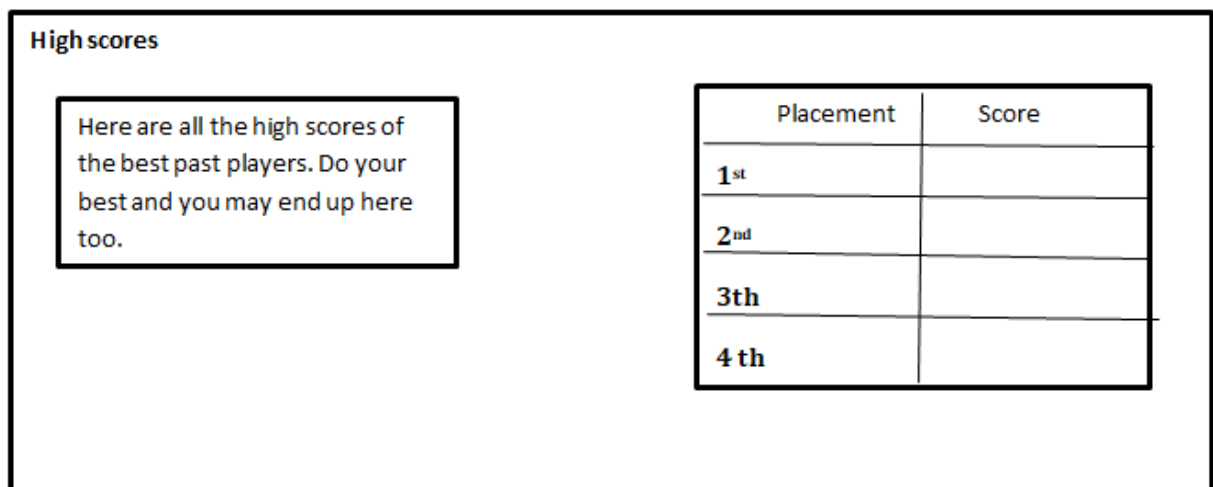
## GUI PLANS

Contains images showing roughly what the GUI will look like

Main menu:



*High scores page*



## Conclusion and Future work

1. Web games have become more popular than ever, thanks to the rise of mobile devices and the increasing accessibility of the internet.
2. Web games offer a wide range of genres, from casual puzzle games to hardcore multiplayer games, which cater to different interests and preferences.
3. Web games can be played on various platforms and devices, including desktops, laptops, smartphones, and tablets, making them accessible to a broader audience.
4. Web games can be monetized through various business models, such as advertising, in-app purchases, and subscription-based services, which provide revenue streams for developers and publishers.

5. Web games have their challenges, such as competition, piracy, and technical issues, which require developers to innovate and adapt to stay relevant and successful.

As an AI language model, I do not have personal preferences or emotions. However, I can suggest some ideas for a future web game:

1. Augmented Reality Games: With the increasing popularity of AR technology, developing a web game that uses AR technology would be an exciting and innovative idea. Players can use their mobile devices to play the game and interact with the real world environment.

2. Blockchain-based Games: With the increasing popularity of blockchain technology, developing a web game that uses blockchain technology to store game data and assets would be an innovative idea. Players can own and trade game assets, making the game more immersive and interactive.

3. Cross-Platform Games: Developing a web game that can be played on multiple platforms, such as desktop, mobile, and tablet, would be a great idea. Players can play the game on any device and continue their progress from where they left off.

4. AI-Powered Games: Incorporating AI technology into web games can make the game more challenging and dynamic. AI can be used to adapt the game difficulty level based on the player's performance, making the game more engaging.

5. Virtual Reality Games: Developing a web game that uses VR technology would be an immersive and exciting experience for players. Players can use VR headsets to enter a virtual world and interact with the game environment.

### ***Title page***

***Theme: Web game***

***CPU: P4/AMD 3GHz or Intel Core 2 Duo 2GHz+***

***CPU SPEED: Info.***

***RAM: 2 GB.***

***OS: Windows 7 or Windows 8.***

***FREE DISK SPACE: 40 GB.***

***SOUND CARD: Yes.***

***MONITOR MAXIMUM RESOLUTION: Monitor capable of displaying resolution of 1,280 x768 or higher.***

***DVD-ROM: Yes.***

### **References**

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