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Project Title : Guessing game

Introduction

The program will show you many characters, places, and cartoons. You have to choose one of them in your mind and answer the questions.

Motivation

- ❖ Games provide immediate feedback. This game gives the player immediate feedback on the quality of their input – with appropriate corrective feedback. This can become an invaluable learning opportunity.
- ❖ To Improve Critical thinking.
- ❖ To Encourage good communication and fast thinking skills.

Features

- Run time decision making ability.

(The ability to select between two or more alternatives to reach the best outcome in the shortest time)

- Play this game with place.

(In this game, the name of many places will appear and then the player has to choose a place. Then he has to answer some questions about the guess. Finally, the game will answer the place that he guessed.)

- Play this game with cartoons. (As previous)
- Play this game with real life characters.

(Questions will appear like – If the person he selected is dead or alive? Is he a player or not? And so on...)

Challenges

- Learning C++
- Learning C++ Standard Template Library (STL)
- Managing Code using GitHub

Future Works

- We will do this on a large scale
- We will also add GUI (Graphical user interface) to make the game far better.