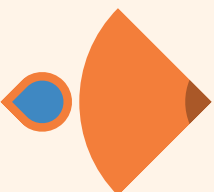
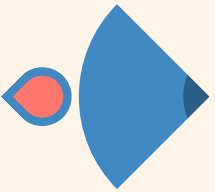


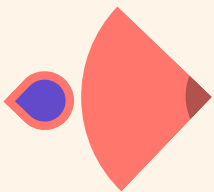
PROJECT OVERVIEW




Our project is an engaging game designed specifically for the Habib university's community. It's a fun and interactive way to get to know your fellow students and faculty members. Just like Akinator, a popular character-guessing game, our project can guess the identity of any student or faculty member of Habib University by asking a series of questions.



What makes our game unique is its personalized touch. The database is populated exclusively with members of our university, making the game feel more relevant. This not only adds an element of familiarity but also makes the game more exciting and competitive.



The game is built using Object-Oriented programming principles such as implementing classes, inheritance, polymorphism, and binary search trees (BST). These principles are used to implement the game logic and store the data, ensuring efficient performance and a smooth user experience.



GRAPHICS AND SCREENS

