



GUESSTHE **WORD** **GAMES** -----



INTRODUCTION

- **"GUESS THE WORD BY CLUES" IS AN INTERACTIVE WORD GUESSING GAME.**
- **PLAYERS GUESS A HIDDEN WORD USING GIVEN CLUES AND HINTS.**
- **THE GAME IMPROVES VOCABULARY AND LOGICAL THINKING.**
- **IT IS SIMPLE, FUN, AND EASY TO UNDERSTAND**

OBJECTIVE OF THE GAME

- ◆ TO HELP USERS IMPROVE WORD KNOWLEDGE.
- ◆ TO ENCOURAGE LOGICAL THINKING THROUGH CLUES.
- ◆ TO CREATE AN ENGAGING AND INTERACTIVE GAME.
- ◆ TO UNDERSTAND BASIC GAME LOGIC AND PROGRAMMING CONCEPTS.



RULES OF THE GAME

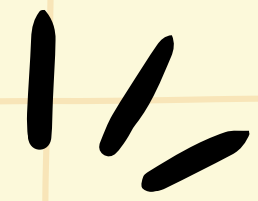
- ☐ A WORD IS HIDDEN BY THE SYSTEM.
- ☐ CLUES ARE DISPLAYED ONE BY ONE.
- ☐ THE PLAYER GUESSES THE WORD BASED ON CLUES.
- ☐ LIMITED ATTEMPTS ARE GIVEN.
- ☐ THE GAME ENDS WHEN THE WORD IS GUESSED OR
- ☐ ATTEMPTS ARE OVER.



GAME FLOW



- START THE GAME
- DISPLAY CLUES
- USER ENTERS A GUESS
- CHECK THE ANSWER
- SHOW CORRECT OR
- WRONG MESSAGE
- END THE GAME



EXAMPLE – GUESS THE WORD



☆ I AM A FRUIT 🍒

☆ I AM A BOOK

☆ I AM A PLANET

☆ IT IS A GAME

☆ IT IS A FOOD ITEM

FEATURES OF THE GAME

1.EASY TO PLAY

**2.USER-FRIENDLY
INTERFACE**

3.INTERESTING CLUES

**5.SUITABLE FOR ALL
AGE GROUPS**

**4.EDUCATIONAL AND
FUN**



TECHNOLOGIES USED

PART 3

- PROGRAMMING LANGUAGE: C / PYTHON / JAVA (CHOOSE ONE)
- IDE: VS CODE / TURBO C / PYCHARM
- CONCEPTS USED: ARRAYS, LOOPS, CONDITIONS
- VERSION CONTROL: GITHUB (OPTIONAL)



≡ ADVANTAGES ≡

- » IMPROVES VOCABULARY**
- » ENHANCES THINKING SKILLS**
- » BEGINNER-FRIENDLY PROJECT**
- » CAN BE EXTENDED EASILY**

FUTURE ENHANCEMENTS

- ADD DIFFICULTY LEVELS
- ADD SCORE SYSTEM
- USE GRAPHICS OR GUI
- MULTIPLAYER OPTION



CONCLUSION

- "GUESS THE WORD BY CLUES" IS A SIMPLE AND INTERACTIVE GAME.
- IT IS USEFUL FOR LEARNING AND ENTERTAINMENT.
- THE PROJECT HELPS IN UNDERSTANDING BASIC PROGRAMMING LOGIC.
- IT CAN BE ENHANCED WITH MORE FEATURES IN THE FUTURE.

THANK YOU

