

INT213
Design a Hangman Game using python

Project submitted in fulfilment of the requirements for the Degree of

BACHELOR OF TECHNOLOGY
in
COMPUTER SCIENCE AND ENGINEERING

By

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P ROFESSIONAL
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School of Computer Science and Engineering

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Phagwara, Punjab (India)

Batch : 2021

INTRODUCTION

→ We are very thankful to my teacher who has given me the golden opportunity to do this wonderful project. Our project is based on Hangman Game.

→ A Hangman Game on Python is about guessing letters (A-Z) to form the words. If the player guesses the right letter that is within the word, the letter appears in its correct position. The user has to guess the correct word until a man is hung, then the game is over.

→ The Hangman Game in Python project requires good knowledge of Python which includes defining in a global scope which can be further used in other functions to improve game quality. It can also be used to provide different steps when required to execute upon conditions by the for and while loops.

→ The objective of our project is to implement the hangman game using Python. It doesn't require any specific modules other than random and time. Python loops and functions are enough to build this game here. A word game in which one player has to guess a word that the other player has thought of, by guessing the letters in it. Every time they guess a wrong letter, part of a picture of a person being hanged is drawn, and if the picture is completed the person guessing has lost.

→ Module used: Tkinter
Image module- CMD disk

Details about team members:

Name :	Roll no.:	Registration no.:
Saquib Nadeem	RK21DPA30	12105826
Amit Kumar Dansena	RK21DPA29	12111643
Ronak Malik	RK21DPA28	12110160

ROLES & RESPONSIBILITIES

So in my group there are 3 team members including me and team members have divided the work accordingly.

Backend part means proper python code of the project will be done by Amit Kumar Dansena.

Frontend part means Graphic User Interface(GUI) of the project will be done by Amit Kumar Dansena , Saquib Nadeem and Ronak

Final project report and presentation will be done by Saquib Nadeem.

TIME LINES

- **Backend(Python Code):**

28th October 2022

- **Frontend(GUI):**

2nd November 2022

- **Backend + Frontend:**

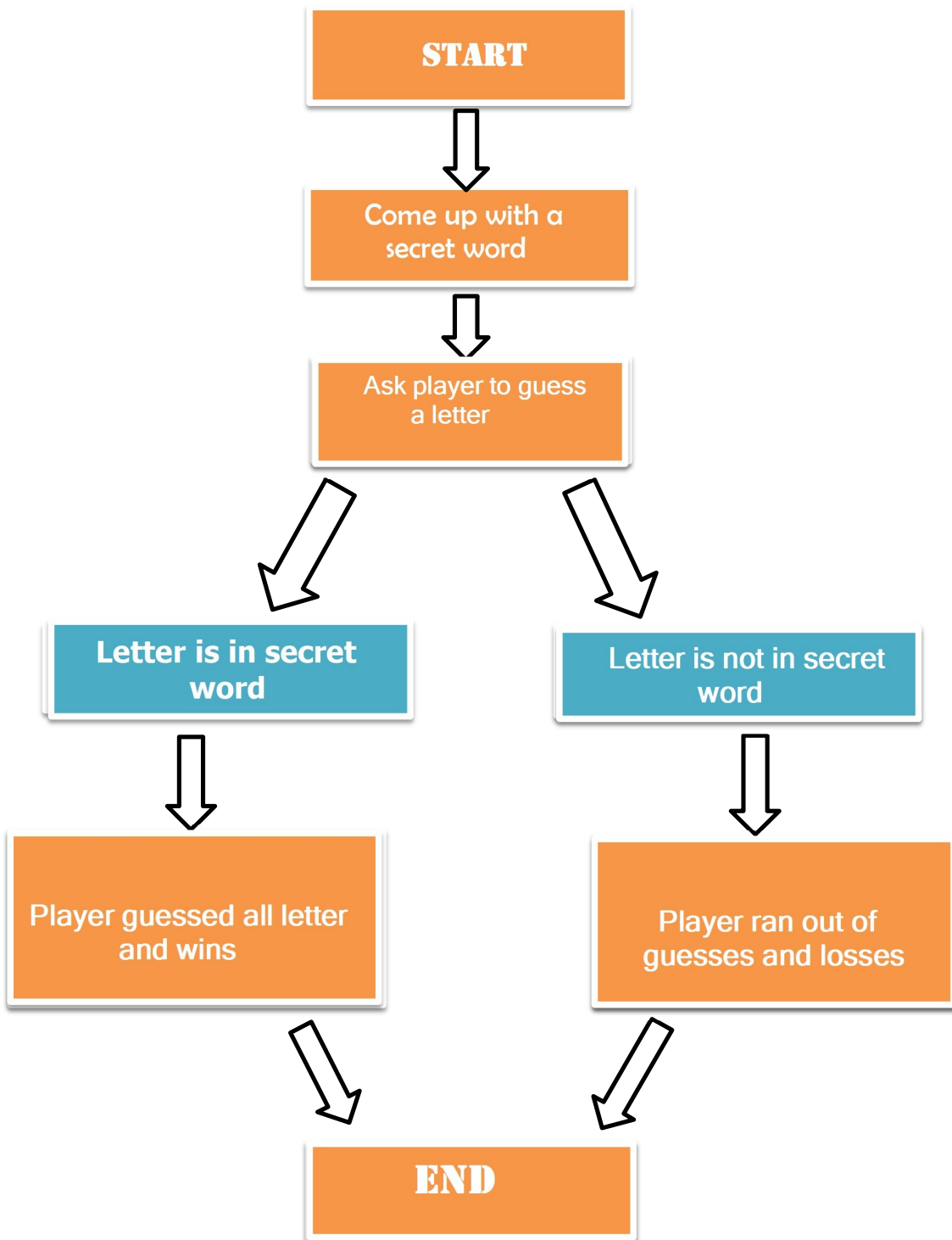
6th November 2022

- **Final project report:**

10th November 2022

DATA FLOW DIAGRAM (DFD)

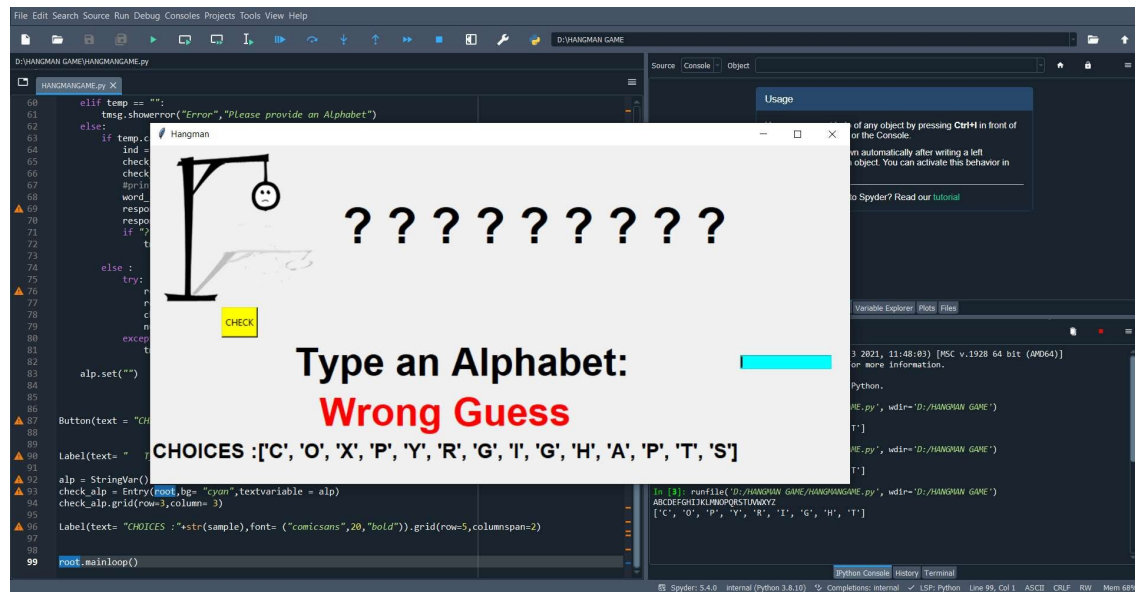
Flow of the execution of the project:



RESULT



Right guess



Wrong guess

B I B L I O G R A P H Y

- <https://www.geeksforgeeks.org>
- <https://www.quora.com>
- <https://www.biteresources.com>
- <https://www.youtube.com>
- <https://www.w3school.com>

THANK YOU