

Title: Word Scrambling

Summary:

The Word Scramble Game is a console-based game where players unscramble words within a time limit. With varying difficulty levels and a hint system, the game offers an engaging and challenging experience. The scoring system tracks performance, and player statistics are saved for future reference. Developed by Isma Ahmad, Zaira Janjua, and Noor-ul-Huda, this project combines fun and learning.

Game Mechanics:

- ❖ **Word Selection:**
 - A database of words will be categorized by difficulty level.
 - A random word will be selected based on the player's chosen difficulty.
- ❖ **Scramble:**
 - The selected word will be shuffled to create a scrambled version.
- ❖ **User Input:**
 - The player will be prompted to enter their guessed word.
- ❖ **Validation:**
 - The guessed word will be compared to the original word.
 - Correct guesses will be rewarded with points and move the player to the next round.
 - Incorrect guesses will provide feedback and deduct points.
- ❖ **Time Limit:**
 - A time limit will be imposed for each round to add a sense of urgency.
- ❖ **Hints:**
 - Players can request hints, such as revealing a letter or providing a definition.
- ❖ **Scoring System:**
 - Points will be awarded based on the difficulty level, time taken, and number of hints used.
 - A high score table will be maintained.
- ❖ **Player Statistics:**
 - Player statistics, such as total games played, wins, losses, and average score, will be tracked and displayed.