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**Hangman Game Proposal**

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**\*\*1. Introduction\*\***

We propose to develop a web-based Hangman Game, a classic word-guessing game that will engage users and challenge their vocabulary skills. The game will be built using HTML, CSS, and JavaScript to create an interactive and visually appealing user interface. Players will have the opportunity to guess a random word by selecting letters from an on-screen keyboard. The game will provide visual feedback through a hangman's gallows, and players will have a limited number of attempts to guess the word correctly.

**\*\*2. Objectives\*\***

The main objectives of developing the Hangman Game are as follows:

- Provide an entertaining and educational gaming experience for users of all ages.

- Enhance users' vocabulary and word recognition skills.

- Create an engaging and visually appealing user interface to attract and retain players.

- Implement smooth and intuitive gameplay with real-time feedback for better user experience.

**\*\*3. Features\*\***

The Hangman Game will include the following features:

- Random word selection from a predefined word list.

- Displaying a hint for the selected word to aid players in their guessing process.

- Visual representation of the hangman's gallows to indicate wrong guesses.

- Dynamic word display to show the correct letters guessed by the player.

- On-screen keyboard with clickable buttons for each letter.

- Responsive design to ensure compatibility with various devices and screen sizes.

- A game modal to display the game's outcome (victory or defeat) with relevant details.

**\*\*4. Technology Stack\*\***

The proposed technology stack for developing the Hangman Game includes:

- HTML: To create the game's structure and user interface.

- CSS: To style and design the game elements for an appealing visual experience.

- JavaScript: To implement the game's functionality, logic, and interactivity.

**\*\*5. Project Timeline\*\***

The estimated timeline for the development of the Hangman Game is as follows:

- \*\*Week 1\*\*: Project planning, requirement analysis, and designing the game's structure.

- \*\*Week 2\*\*: Implementing the game logic and functionality in JavaScript.

- \*\*Week 3\*\*: Styling and designing the user interface with CSS.

- \*\*Week 4\*\*: Testing, bug fixing, and optimizing the game for different devices and browsers.

**\*\*6. Team and Responsibilities\*\***

The development team for the Hangman Game will consist of the following roles:

- Front-end Developer: Responsible for implementing the game's user interface using HTML, CSS, and JavaScript.

- UI/UX Designer: In charge of designing and creating an appealing and user-friendly game interface.

- Quality Assurance (QA) Tester: Responsible for testing the game, identifying bugs, and ensuring a smooth gaming experience.

**\*\*7. Conclusion\*\***

The proposed Hangman Game will be an entertaining and educational addition to our web-based gaming portfolio. By leveraging HTML, CSS, and JavaScript, we aim to create a visually attractive and engaging game that challenges users' word recognition skills. We believe that this game will attract a wide range of players and provide them with a fun and enjoyable word-guessing experience.