

HANG-MAN

DON'T LET THE LITTLE-GUY DIE

Project using Data-Structures in C by:

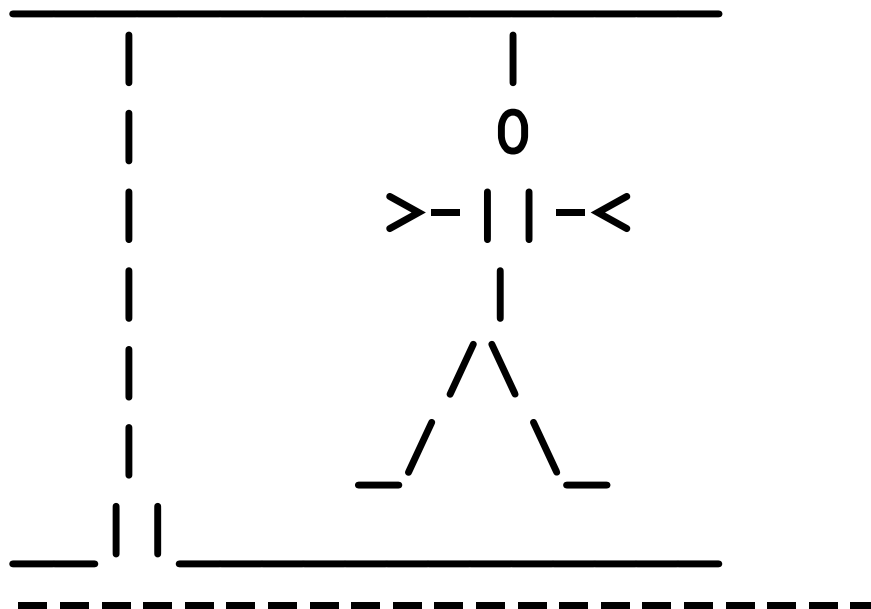
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Abstract:

Did you ever play for someone who is struggling for life? Now you will. Introducing you the **Hang-man game**, where in you have to save the “Little-Guy” by guessing the Word Correctly. The User will have limited Chances to guess the Word. Each wrong guess will lead to **Worse Situation**. The User **Wins** a **Cake** if the final guess is Correct, but **loses** the **Little-Guy** if it is wrong. The Little-Guy will be **Hanged** if the User Loses the game. The game can be played in Single Player and Two-Player mode. In single player mode, the Computer gives the word to be guessed. The player wins if he guesses correct. In Two-Player mode, the opponent gives the word to be guessed for the player. If the current player guesses correct, he wins and the Opponent loses. This game uses Data-Structures to implement Memory for user-friendly game play and Interface. The User can quit at any time if he/she wants to.

Sample Interface:



H_N_ M_N

Letters Used:

E H M N P S

Chances Left:

4

*****We hope you like our Project*****