Hangman Game

Project Proposal

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CHAPTER 1

PROJECT SYNOPSIS

1.1 Abstract

This proposal outlines the development of a Hangman game using the Kivy framework in Python. The project aims to create an interactive and engaging game where players guess letters to uncover a hidden word. The proposal provides an overview of the project's scope, objectives, methodology, and tools used for implementation.

1.2 Introduction

The Hangman game project involves creating a digital version of the classic word-guessing game. It provides entertainment while also improving vocabulary and word recognition skills. The introduction highlights the relevance of the project, its background, and its main contributions to the field of game development.

1.3 Problem Statement

The problem statement addresses the need for an entertaining and educational game that can be enjoyed by people of all ages. It identifies the gap in the availability of engaging word games and aims to fill it with the development of the Hangman game.

1.4 Objectives

- Develop a Hangman game application using Python and the Kivy framework.
- Create an interactive user interface with intuitive controls.
- Implement game logic for word generation, letter guessing, and win/lose conditions.
- Enhance user experience through visual and audio feedback.
- Ensure cross-platform compatibility for deployment on various devices.

1.5 Features/Scope

- Features/Scope
- User-friendly interface for easy gameplay.
- Multiple difficulty levels and word categories.
- Visual representation of the hangman's body as incorrect guesses accumulates.
- Real-time feedback on guessed letters and remaining attempts.

1.6 Related Work

Existing Hangman game applications and similar word-guessing games will be reviewed. A comparative analysis will be conducted to identify strengths and weaknesses, guiding the development process of the proposed Hangman game. Related System Weakness Proposed Project Solution. Existing Hangman Apps Limited word selection, Basic user interface Enhanced word database, Improved user interface design

1.7 Proposed Methodology/System

The project will follow an iterative development approach, starting with requirements gathering, followed by design, implementation, testing, and deployment phases. The Hangman game will be built using Python programming language and the Kivy framework for cross-platform compatibility. Continuous testing and user feedback will drive refinements throughout the development process.

1.8 Tools and Technologies

- Python programming language
- Kivy framework for GUI development
- Socket programming for client-server communication
- Git version control for collaborative development

1.9 Team Members Individual Tasks/Work Division

NAME	TASK
ALI HAIDER	GUI Design and Implementation
M. SAUD AHMAD	Game Logic and Deployment
KASHIF LIAQAT	Testing and Documentation

1.10 References

[1] Evans, D., & Gruba, P. (2003). How to write a better thesis. Melbourne University Publishing.

[2] Goossens, M., Mittel Bach, F., & Samarin, A. (1994). The LATEX companion, volume 1. Addison-Wesley Reading.

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