

# **PROGRAMMING FUNDAMENTALS**

## **TERM PROJECT PROPOSAL**

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### **HANGMAN**

**Submitted To:**

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## **INTRODUCTION: -**

In the puzzling and guessing game of Hangman, the word which is to be guessed is represented by a row of dashes representing each letter of the word. Rules may permit or forbid proper nouns, such as names, places, brands, or slang. If the guessing player suggests a letter which occurs in the word, the other player writes it in all its correct positions. If the suggested letter does not occur in the word, the other player removes (or alternatively, adds) one element of a hanged stick figure as a tally mark. Generally, the game ends once the word is guessed, or if the stick figure is complete — signifying that all guesses have been used.

## **LITERATURE REVIEW: -**

As the name Suggests, the hangman is an arcade game and form of enigma. The player guessing the word may, at any time, attempt to guess the whole word. If the word is correct, the game is over and the guesser wins. Otherwise, the other player may choose to penalize the guesser by adding an element to the diagram. On the other hand, if the guesser makes enough incorrect guesses to allow the other player to complete the diagram, the guesser loses. However, the guesser can also win by guessing all the letters that appear in the word, thereby completing the word, before the diagram is completed.

## **METHODOLOGY: -**

- After discussing the Logic of the Hangman game, now it's time to understand the methodology of the hangman game and the implementation of the logic of the game.
- First of all, main menu is displayed of the Hangman.
- The Program will ask the user to input his choice whether he wants to guess the word of celebrities, videogames, country names, movies, etc. or randomly from all the choices.
- After getting the choice, the word which is to be guessed is replaced by dashes.
- The gallows have already been displayed after choosing the choice.
- The user will guess the alphabets of the given word which is to be guessed.
- The user will have 5-6 attempts to guess the word.
- After each wrong attempt, the user will lose 1 live and the body parts of the person will be displayed on the gallows.
- After Successfully guess the word, the user will win the game.

## FLOWCHART: -



## **GOALS: -**

- The main goal of this project is to understand the logic of the hangman.
- The Hangman game project is mainly used to increase the ability of critical thinking, reasoning and guessing the word which is to be guessed.
- This game helps to sharpen children's spelling and word-decoding skills.
- Throughout upper elementary and middle school grades, students are exposed to more difficult spelling patterns. Assigning hangman for kids is a great way to teach students how to recognize and anticipate certain groups of letters that commonly appear together in spelling.

## **REQUEST FOR APPROVAL**

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## **PROJECT SUPERVISOR**

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