



NORTH SOUTH UNIVERSITY

PROJECT TOPIC: NUMBER GUESSING GAME

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1. Introduction:

The main intention of my number guessing game is finding guessing power of a user. It is one kind of lottery system. System gives option with two ranges one is higher other is lower the task of a user is find the number. For each correct number user will get ten points. There ten level each level has five guessing question. Without correct answer user can't increase their number. Increase the level of game then hard level will come.

2. Motivation:

If we want to increase the guessing level or idea then we need to read or another task have to complete which are related. In my project it's fun process of increasing guessing power.

3. Name of Classes/ Interfaces and Methods:

In my project I used two classes:

1. Number Guessing Game
 - a. Normal play()
 - b. Custom play()
 - c. main()
2. RandomInRange
 - a. addRange()
 - b. getRandom()

4. Code Description:

The class Number_ Guessing Game is the main class where there are three method one's main method which for run the project call the other two method. Here one infinite while loop which asked for custom play or normal play. The custom play option is an option for play the game in user defined range value. Custom play no restriction no level (always ask to exit the game). Another option is normal play. Basically, two option is two method calling second option normal play which is defined range total ten level each level 5 question and accept 3 wrong guesses. If 4th time user gives wrong guessed value then the game is over (Normal play method returns to main method). The value true for yes and the value for false for no. If a user input other value then program gets an error for wrong answer. In while loop both answer if false then the game wilt exit.

RandomInRange class is another class which generate the number which user match the value. Here there are two method one is addRange() for save the value lower to upper in final list. And getRandom() return the random value which stored in add Range() method. Here I used Random classes for finding random index for finding list value.

5. Limitation Of project:

The main limitation I think that there is no animation or graphical view which I hasn't used yet. I used console for run the project.

6. Future work /Improvements:

I will be done the project in android plat-form. I will use animation for every wrong or right answer.
I will design the game in graphical view so that user get real time fun.