



Sharif College of Engineering & Technology

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Project title:

Hangman Game

Project Proposal

Introduction:

Hangman is a guessing game for two or more players. One player thinks of a word, phrase, or sentence and the other(s) tries to guess it by suggesting letters or numbers within a certain number of guesses.

Project Functionalities:

1. **Objective:** Guess the hidden word before the guesses run out.
2. **The Hidden Word:** Computer selects a word and represents it using underscores. Your task is to guess the letters in the word.
3. **Guessing Letters:** You can guess one letter at a time. If the letter is in the word, it will be revealed in its correct position.
4. **Incorrect Guesses:** If the guess is wrong, the number of total guess will decrease and the game will end when either the guess is correct, or the number of guess have reached zero.
5. **Word Categories:** You can choose to play with words from various categories like animals, countries, movies, etc.

Used Technologies:

- Programming Language: C++
- Code Editor: VS Code