

# Project Name: Word Maestro

**About our project:** Word Maestro is a fun word game. This game has two modes. One of them is “Guess the word” another one is “Wordle”.

“Guess the game” has a total of three difficulties. Those are Easy, Medium, and Hard. In Easy, there are two blanks in a word. In Medium, there are three blanks in a word. In Hard, there are four blanks in a word. Each difficulty level has ten levels. There is a total of thirty levels in three difficulty levels. The objective in this game is to guess a word and fill in the blanks. After you have correctly guessed five words, you will level up. You will have fifteen lives. For each wrong input, you will lose one life. And points will be deducted from your score. After you input three wrong letters, one tile will collapse from five tiles. For each correct letter guess, points will be added to your score. After all the tiles are collapsed, the game will be over.

The other game mode “Wordle” has two difficulties. Each difficulty has five levels. The Hard level has a timer of 200 seconds. You will have to guess a five-letter word. If the letter is not in the word, it will be marked red. If the letter is in that word but a different position, it will be marked yellow. If the letter fits in the right place, it will be marked green. If the input word matches, your score will be increased and level up.

**Inspiration:** In the CSE1200 lab, we were tasked to make a project using C++. That’s why we started this project. We tried to learn C++ more and wanted to apply our previous knowledge of the C language.

This game is for people who are more than eight years old. This game is designed for those who want to learn vocabulary and memorize new words.

After playing this game, you will learn new words. You will be familiar with different types of words.

This game is inspired by the *Hangman* and *Wordle* game. We wanted to make a kid-friendly game.

**Making process and difficulties:** We used C++ Object-Oriented Programming (Array, Pointer, Structure). We used the Visual Studio 2013 ultimate edition while making this game.

Finding sprites for the animations was very difficult to process. We faced difficulties when we tried to write new functions specific to do a task in our game. We had trouble selecting random words from the file and displaying them in the OpenGL window with blanks. Finding and implementing all the sounds in this project was a difficult task.

**Lessons learned:** We learned how to coordinate in a team. We learned about photoshop while working with the UI. Our confidence level has been boosted to work on new projects like this.

**About us:** We are the students of Ahsanullah University of Science and Technology. We are studying in the first year, the second semester in Computer Science and Engineering department.

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