

Secret word Puzzler

A PROJECT REPORT

Submitted by

GADDAM MANEESHA (MSS2019031)

Graduating in

CVR COLLEGE OF ENGINEERING

Submitted to

MEDHA CHARITABLE TRUST

ACKNOWLEDGEMENT

We extend our sincere gratitude to Praneeth Sir for his unwavering motivation and encouragement throughout the project. Without his support and guidance, we would not have been able to complete this project successfully. His belief in our abilities has been instrumental in our journey, and we are truly thankful for his invaluable contribution.

.ABSTRACT

Our project aims to develop a digital version of the classic word-guessing game. Secret Word Puzzler is a simple yet engaging game where players try to guess a hidden word letter by letter before running out of guesses. In our digital implementation, players will interact with a graphical user interface (GUI) where they can input their guesses and see the progress of the word being revealed. The game will include features such as adjustable difficulty levels, a variety of word categories to choose from, and an intuitive interface suitable for players of all ages. Our goal is to provide a fun and educational gaming experience while showcasing fundamental programming concepts and techniques.

TABLE OF CONTENTS:

	Page No.
Project title	1
Acknowledgement	2
Abstract	3
Content Table	4
Introduction	5
Implementation	6
Implementation	7
Implementation	8
Conclusion & Future scopes	9

1. INTRODUCTION

1.1 MOTIVATION

We want to create this game because it's a fun way for people to challenge themselves and learn new words. It's a classic game that many people enjoy playing, and by making a digital version, we can make it accessible to more people. Plus, it's a great opportunity to practice our programming skills and create something that brings joy to others.

1.2 PROBLEM STATEMENT

Our goal is to create a digital game that's easy to play and enjoyable for everyone. We need to design a system where players can guess letters to uncover a hidden word before they run out of chances. We also want to make sure the game has different difficulty levels and categories to keep it interesting. The challenge is to make sure everything works smoothly, from keeping track of guesses to selecting words fairly.

1.3 PROJECT OBJECTIVES

Our aim is to make a digital game that's fun to play and helps people learn new words. We want to create a game where players can guess letters to uncover a hidden word, with different difficulty levels and categories to choose from. The goal is to provide an enjoyable gaming experience while encouraging learning and skill development.

4. IMPLEMENTATION:

4.1 Code Implementation

```
1 import random
2
3 someWords = ''apple banana mango strawberry
4 orange grape pineapple lemon watermelon
5 cherry papaya berry muskmelon pomegranate kiwi apricot avocado guava peach
6 Dragon lychee pumpkin coconut''
7
8 someWords = someWords.split(' ')
9 word = random.choice(someWords)
10
11 if __name__ == '__main__':
12     print('Guess the word! HINT: word is a name of a fruit\nEnter the letters in lower case only')
13     for i in word:
14         print('_', end=' ')
15     print()
16
17     playing = True
18     letterGuessed = ''
19     chances = len(word) + 2
20     correct = 0
21     flag = 0
22     try:
23         while (chances != 0) and flag == 0:
24             print()
25             chances -= 1
26
27             try:
28                 guess = str(input('Enter a letter to guess: '))
29             except:
30                 print('Enter only a letter!')
31                 continue
32
33             if not guess.isalpha():
34                 print('Enter only a LETTER')
```

```

81         continue
82
83     if not guess.isalpha():
84         print('Enter only a LETTER')
85         continue
86     elif len(guess)>1:
87         print('Enter only a SINGLE letter')
88         continue
89     elif guess in letterGuessed:
90         print('You have already guessed that letter')
91         continue
92
93     if guess in word:
94         k = word.count(guess)
95         for _ in range(k):
96             letterGuessed += guess
97     for char in word:
98         if char in letterGuessed and (len(letterGuessed) != len(word)):
99             print(char, end=' ')
100             correct += 1
101         elif (len(letterGuessed) == len(word)):
102
103             print("The word is: %s"%(word)) |
104             flag = 1
105             print('Congratulations, You won!')
106             break
107             break
108     else:
109         print('_', end=' ')

```

```

50
51     if chances == 0 and (len(letterGuessed) != len(word)):
52         print()
53         print('You lost! Try again..')
54         print("The word was: %s"%(word))
55
56 except KeyboardInterrupt:
57     print()
58     print('Bye! Try again.')
59     exit()

```

4.2 Output format:

```
Guess the word! HINT: word is a name of a fruit
_ _ _ _ _
Enter a letter to guess: m
_ _ _ _ _
Enter a letter to guess: a
a _ _ _ _
Enter a letter to guess:
Enter only a LETTER
Enter a letter to guess: t
a _ _ _ _
Enter a letter to guess: p
a p p _ _
Enter a letter to guess: l
a p p l _
Enter a letter to guess: e
apple
Congratulations, You won!
```


5. CONCLUSION

In conclusion, we have successfully created a digital word guessing game that provides hours of entertainment while promoting learning. Players can enjoy guessing letters to uncover hidden words across various difficulty levels and categories. By combining fun gameplay with educational elements, our game offers a rewarding experience for players of all ages. We hope that this game brings joy and helps users expand their vocabulary while having fun.

🔮 Future Scopes:

- **Multiplayer Functionality:** Introduce online multiplayer mode for players to compete or collaborate in guessing words.
- **Hint System:** Incorporate hints or clues to assist players struggling with difficult words.
- **Scoring System:** Implement a scoring mechanism or achievement system to motivate players and track their progress.