Hangman is a fun and easy to learn guessing game for two or more players. Bored from listening to lectures all day? Just grab a pencil and a piece of paper and prepare to enjoy the hour by guessing words form ‘*buzz’* to ‘*vacantness’.* In this project we have attempted to recreate an online version of the classic game by inculcating a drawing element to the game and establishing server – client network via socket programming.

1. Motivation behind the project

Upon evaluating this project we realized that the project would require us to dive further into C programming, seeing this as an opportunity to learn about applications of pointers, structures, arrays we decided to develop this project. Moreover, who doesn’t like playing an interactive game with a friend?

1. Important Highlights of Projects

* Connecting two computers using C
* Server to Client data transfer (and vice versa)
* Managing Buffers, Structures and Pointers on both computers
* Creating logic for hangman game using basic functions
* Working on Design and Formatting

1. What did you learn from this exercise?

This project turned out to be more thought provoking than expected, we got to learn many concepts of C programming like Socket Programming, which involved initializing, listing, binding and sending/receiving data on both client and server side. We seized the opportunity to enrich our knowledge on concepts such as, pointers, structures, creating functions, loops and arrays. Learning about new libraries like winsock(2) and Mwsock proved to be essential while coding the project.

1. Areas of improvement .

We did our level best to make the project as interactive as possible in the given time. Although we faced some time-consuming issues in our journey the final code was a great success. Looking back, we found that we could have included better graphics, improve server reliability, establish smoother and faster transitions and worked a bit more on Client to Server messaging.

5.Future Scope

6. Individual contributions