[SummerProject'18]

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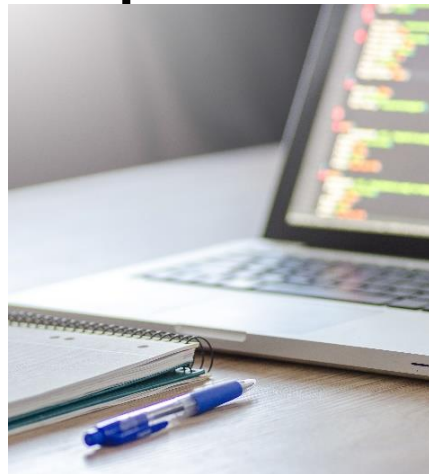
Our

Chosen project

HANGMAN

Windows game

" **Everybody in this country should learn to program a computer, because it teaches you how to think."**
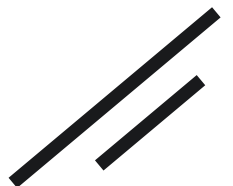~Steve Jobs (Co-Founder of Apple)

Scan QR to see the project on GitHub!

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Introduction

—+—

"
Our main aim is to
make a C#
"Hangman Game"
but with extra
creativity,
To make it more
funnier and
enthusiastic.
Dealing with GUI
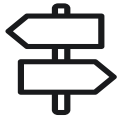(windows form) is
one of our
challenges ☺
"

Hang cow

Start

Scoreboard

How to play

Exit

Meet the team

MonicaAdel

MichelineMedhat

YoussefRafaat

MichaelSafwat

Challenges

1-learning c#

2- Dealing with files:

A- Arranging user data into files
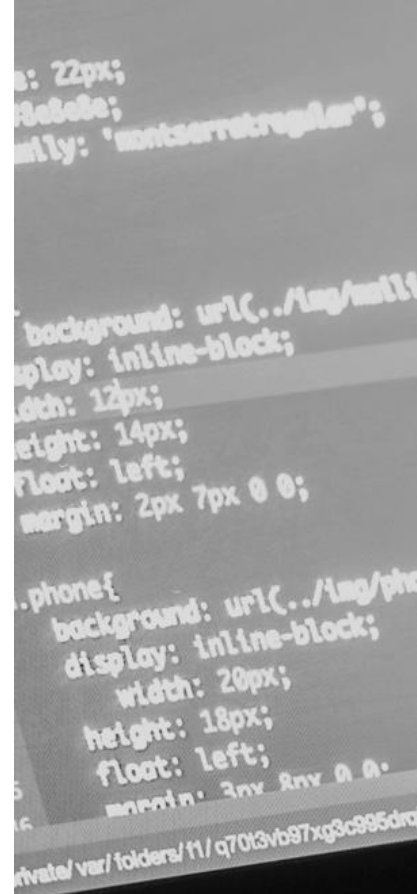B- Loading data from files and
processing it

3- Handling user's input

4- Dealing with GUI

5- Linking keyboard with buttons

6-Score board

```
while(!succeed)
    tryOnceMore();
```

⊕ Close-ups

1- learning c#

A. How to deal with input & outputs

B. Basics of the language

C. How to open files

D. Dealing with c# GUI

2-Dealing with files

A. How to include the file

B. Divide the file to deal with every part in it alone

C. Display the outputs

3-Handling User Input

A. Nickname & difficulty level

B. Handling user's score with each click or button press

C. Handling letters in it's place in the guessing word

4- Dealing with GUI

A. Creating buttons

B. Text and picture boxes

C. GUI form

D. Making GIF picture

E. Managing several panels

5-Linkning keyboard with buttons

A. Despite of using the mouse to
   select the letter you can press
   it on keyboard

B. ESC for back or exit depending
   on the current panel!

C. ENTER for Start game or Play or
   Switching to next level after
   winning.

6-Score board

A. A user can enter his/her name
   and play with it even after
   closing the game cause the
   score is saved in a file.

B. Chart for the top 3 ranked
   players depending on the
   score
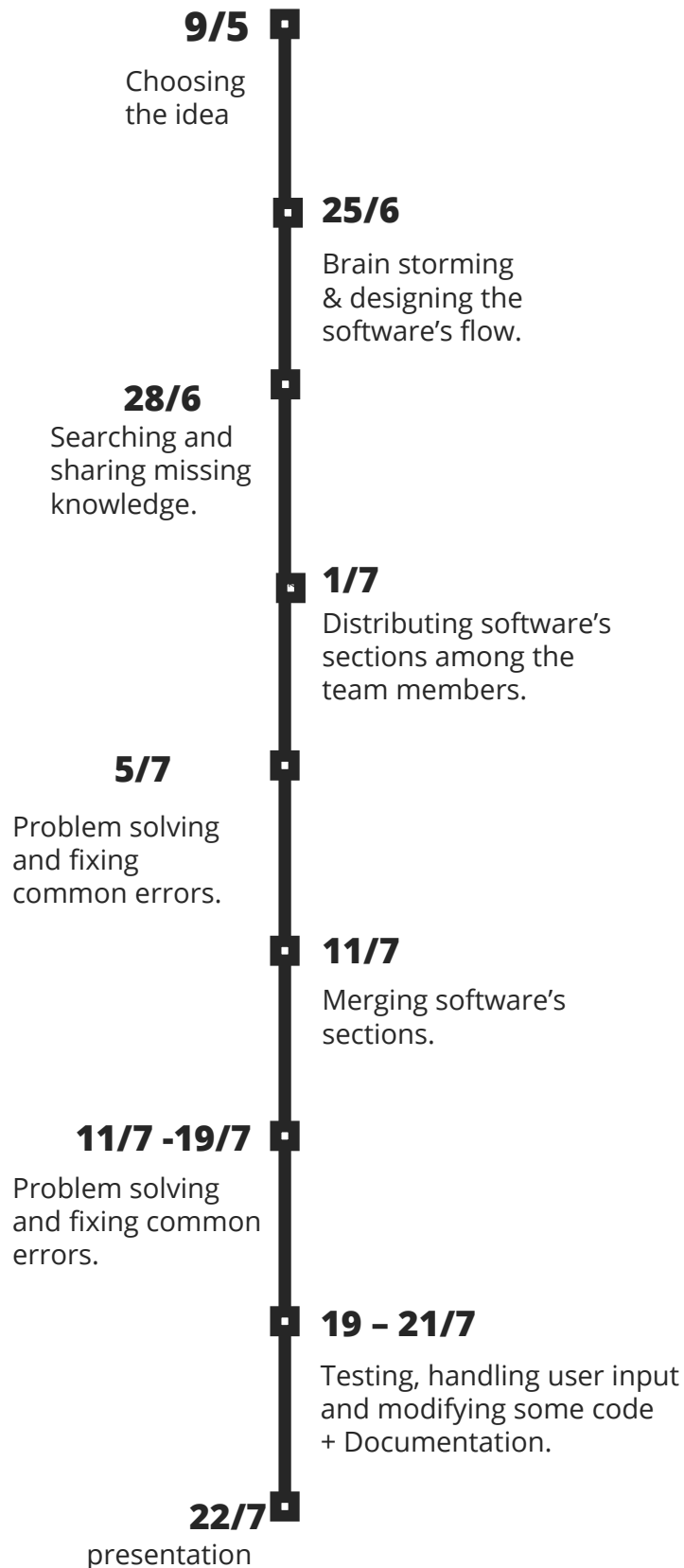
C. We also added a chart for the
   last 5 recent players

Future

📈 Scope

+

- Mobile Application

- More options and levels

- More words

- Categories

- Adding sound to the game

It was really a great, passionate, unique and benefitful journey.

9/5

Choosing
the idea

25/6

Brain storming
& designing the
software's flow.

28/6
Searching and
sharing missing
knowledge.

1/7

Distributing software's
sections among the
team members.

5/7

Problem solving
and fixing
common errors.

11/7

Merging software's
sections.

11/7 -19/7

Problem solving
and fixing common
errors.

19 – 21/7

Testing, handling user input
and modifying some code
+ Documentation.

22/7

presentation

THANK YOU FOR READING
WE'LL BE TAKING QUESTIONS NOW

Thanks Dr. Sally,
TA/ Dina, FCIS Students union
members and all organizers of the
summer project
Thank you for your efforts,
passion, and support.

It was really a great journey.