**National University of Computer & Emerging Sciences**

**Karachi Campus**



**“The Hangman Redefined”**

**Project Proposal**

**Object Oriented Programming**

**Section: J**

**Group Members:**

**23k-2001 Muzammil Siddiqui**

**23k-3033 Uzair Haroon**

**23k-0800 Muhammad Mufeez**

Project Proposal

* **Introduction**

We will be recreating the famous game we use to play in our childhood “The hangman” in C++ program with some additional rules to make to make it even more engaging then before.

We will be working on to improve this nostalgic game with a touch of some new modes to make it interesting for present generation too.

* **Existing System**

The famous game is available on app store, play store, and websites.

* **Problem Statement**

The hangman we use to play often gets boring when the word we guessed before constantly pops up. This not only made it repetitive but also failed to capture attention and interest of the user for a long time.

The game usually does not contain the feature to choose the topic they want the words from. They must guess random words without any context.

* **Proposed Solution**

We will be working on vast arrays depending upon selected categories, which will be containing ample amount of vocabulary to keep it as engaging as possible. There will be sub-categories for each genre which further contain difficulty levels.

* **Salient Features**
* Different modes:

1)**The Hangman Classic:**

Just a usual word guess game we use to play. Complete all dashes by guessing letters before the stick figure gets hung!

2)**Time trial:** Challenge yourself to get correct as many words as possible in a limited time.

* Interactive Graphics:

We are going to implement graphical user interface that will make the game even more engaging using SDL tools.

* Difficulty Levels- Challenge your limits!
* Time limit. Beat the clock!
* Highest score. Will you be able to set a record?
* Categories to choose from, for example: Countries, Food, Animals, etc.
* **Tools & Technologies**

C++ Language, windows, Visual Code, SDL2

* **SUGGESTION FROM THE INSTRUCTOR:**