THE MAZE RUNNER

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INDEX

SYNOPSIS

In this world of competition and chiselling the best out of oneself one forgets to enjoy. The gaming portal coined as the maze runner sees to the overall growth of one which allows the player to use his analytical, logical, time tactics and cool to play games within a time limit. It weighs on the holistic development of an individual.

It tests the street smartness of one rather than book smartness. One can choose himself as the maze runner to play these games and assess himself after every game.

The fun part of this portal is that one truly never knows what's coming, his only weapons are his cool and swift thinking. It clearly helps in time management and teaches one to do things quicker.

The games range from scientific hillocks to the trail of stringed letters and moves further with one's luck to be tested on a few numbers of a card.

One can thoroughly enjoy himself besides learning lifesaving tactics.

This gaming portal also includes self-assessing charts to keep a track of one's daily improvement.

Thus, one sure thing to happen after this fun filled adventure is that one will find himself a better built person who will finally hold the map to his life maze…… Hope you enjoy and discover yourself in the maze….

HARDWARE AND SOFTWARE SPECIFICATIONS

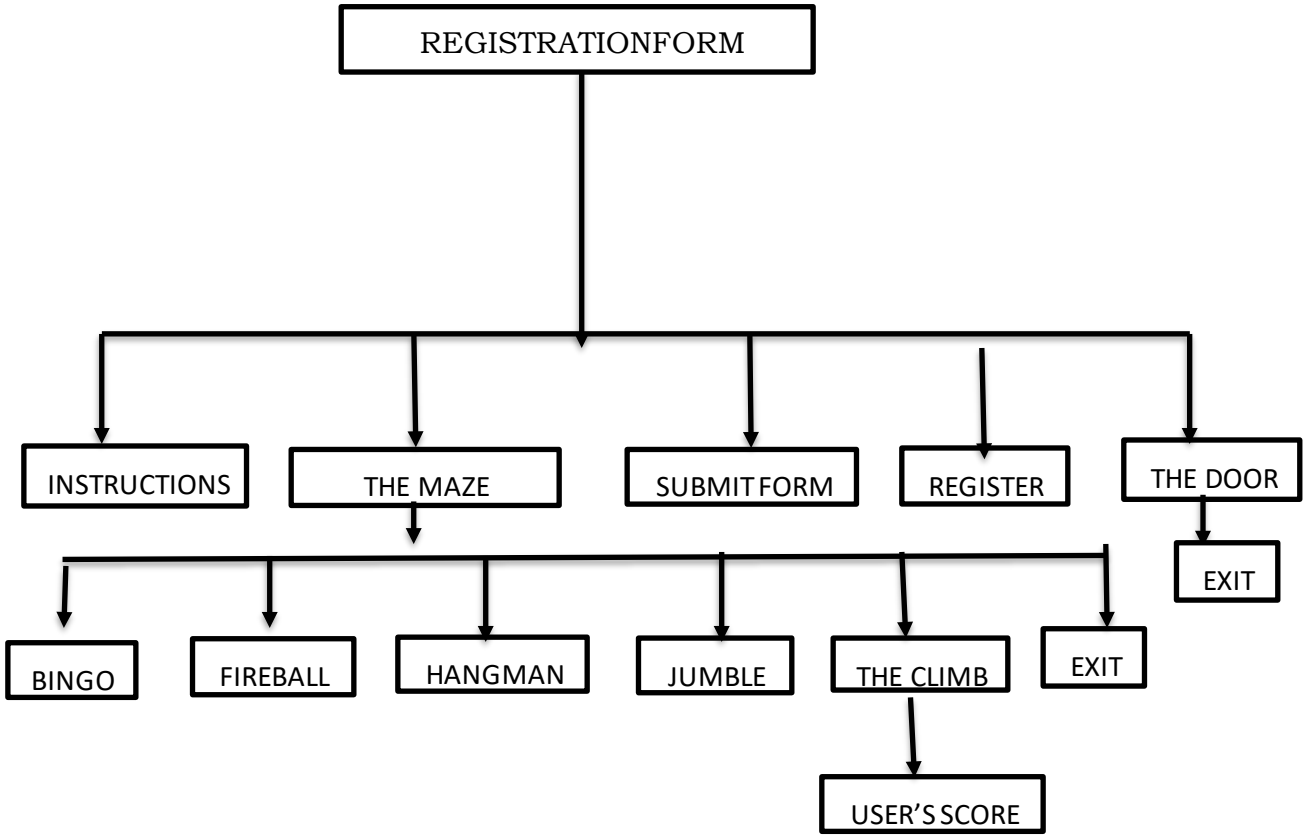
HARDWARE:

- Processor:4Gz or more
- RAM: 8GB or more
- Hard Disk:1TB or more
- VDU:LCD/LED

SOFTWARE:

- Operating System: Windows 7,8 or 10
- Python 3.7-64 bit

ORGANISATION CHART



SYSTEM DESIGN

User screen:

1. The registration form displays four options to the user.
    - Submit
    - Register
    - The Maze
    - Instructions
    - Exit
2. The submit button stores all the information of the user which are his name ,email id, gender and the date in the date file.
3. In the instructions option you can find all the instructions to the game.
4. The register button registers the user to the game
5. When the user clicks on The Maze option it opens the games window which consists of four games-Bingo, Fireball, Hangman and Jumbled words.
6. The exit tab, “the climb” option which consists of the graph of the user’s score .
7. The exit option is provided in both the windows depending upon the user’s choice to exit when he wishes to.

LIBRARY MODULES AND THEIR PURPOSE

S.NO	LIBRARY MODULES	PURPOSE
1	random()	Implements pseudo-random number generators for various distributions including integer, float (real).
2	time()	Provides many ways of representing **time** in code, such as objects, numbers, and strings
3	math()	Provides access to the mathematical functions
4	PIL()	Python Imaging Libraryadds support for opening, manipulating, and saving many different image file formats.
5	tkinter()	Used to create simple **GUI** apps
6	Mysql.connector()	Enables python programs to access mysqldatabases

DATA FILES AND THEIR PURPOSE

The data file that has been used in the program is:

S.NO	DATA FILE	PURPOSE
1.	THE BATTLESS.txt	Used to store the details of the user such as: his name, age ,email id ,gender and date

DATABASES AND THEIR PURPOSE

S.NO	DATA BASE	PURPOSE
1.	MR	Used to store all the details of the user such as: his name, age ,email id ,gender date and also the individual scores of each user

TKINTER GUI AND WIDGETS:-

SL. NO.	WIDGET NAME	FUNCTION
1	Label	Used to display any kind of text on tkinter GUI
2	Button	Us to evoke a function and take a specific action when pressed
3	Entry	Use to accept values through the tkinter window and access them whenever needed

TKINTER FUNCTIONS:-

SL. NO.	FUNCTION NAME	USE
1.	fg= ’(colour name)’	Set the foreground of the Label and the entered text.
2	bg= ‘(colour name)’	Set the background colour for any widget.
3	font= ‘(font name)’	Choose the font for the widget of your choice.
4	(window name).destroy	Destroys the window created
5	(window name).geometry	Sets the size of your tkinter window
6	(widget).pack	Binds the widget automatically to the tkinter window
7	Tkinter.messagebox	The tkinter Message Box module is used to display **message boxes** in your applications

FUNCTIONS AND THEIR PURPOSE

SL NO	FUNCTIONS	USES
1.	write()	Shows message boxes for the login page
2.	inst()	Displays the instructions of the game
3.	db()	Connects the program to MySQL and inserts the records in the database
4.	exitt()	Exits from the page
5.	submit()	Shows message boxes to check for the eligibility of the user
6.	close-window()	Contains the function exitt()
7.	fire()	Executes the game Fireball
8.	jumbled()	Executes the game Jumbled Words
9.	bingo()	Executes the game Bingo
10.	hang()	Executes the game Hangman
11.	graphh()	To show a graph based on the scores gained by the user
12.	login()	Displays the games window along with its widgets

OPERATING INSTRUCTIONS

1. Copy the .py file on to the system.
2. Open the file with Python IDLE. (32 bit/64 bit)
3. Click F5.
4. Do not exit the window while playing the game or your game progress will be lost.
5. Click the buttons once only.

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USER MANUAL

The program starts by displaying the registration form that contains the following:

- SUBMIT
- THE MAZE
- REGISTER
- INSTRUCTIONS
- EXIT

To submit all the details of the user that is his name, email id, gender, date click on the submit button. The register button registers the user to the game. To show the instructions of the game, click on the instructions button on the menu bar. To exit from the registration form window, click on the exit button on the menu bar.

To experience the games of the "Maze Runner" click on The maze button. It opens into a new games window which comprises of four game buttons

- BINGO
- FIREBALL
- HANGMAN
- JUMBLE

The user to play a game has to click on the desired game and then go to the python shell to play it. To play another game, user has to go back to the games window and click on the desired game. Scores can be checked by clicking on the 'climb' option on the menu bar.

Click on the exit button on the games window to leave the games window.

CODE

```
from tkinter import * import random root=Tk() from PIL import

Image,ImageTk img = Image.open("E:\\python project\\final

project\\scifi.jpg") photoimage = ImageTk.PhotoImage(img)

label=Label(root,image=photoimage) label.place(x=0,y=-1000)

root.geometry("100x100") root.title("registration")

label1=Label(root,text="SIGN UP FOR THE UNBEATABLE QUESTS!!!!AND PROVE
WHO U R!!!:)",font=("segeo script",20,"bold"),relief=SUNKEN,fg="white",bg="black")
label1.pack(fill=BOTH,padx=3,pady=3)
l2=Label(root,text="YOU ARE CALLED AS:)",font=("segeo
script",20,"bold"),fg="white",relief=SUNKEN,bg="red")

l3=Label(root,text="EMAIL-ID:)",font=("segeo
script",20,"bold"),fg="white",relief=SUNKEN,bg="red")

l4=Label(root,text="HOW OLD ARE YOU:)",font=("segeo
script",20,"bold"),fg="white",relief=SUNKEN,bg="red")

R1=StringVar()

R2=StringVar()

l5=Label(root,text="GENDER M/F:)",font=("segeo
script",20,"bold"),fg="white",relief=SUNKEN,bg="red")
l6=Label(root,text="DATE(YYYY-MM-DD):)",font=("segeo

script",20,"bold"),fg="white",relief=SUNKEN,bg="red")

l2.place(x=100,y=100) l3.place(x=100,y=150)

l4.place(x=100,y=200)

l5.place(x=100,y=250) l6.place(x=100,y=300) n=StringVar()

e=StringVar() a=StringVar() d=StringVar() g=StringVar()

e1=Entry(root,textvar=n,font=("comic sans ms",20),fg="blue")

e1.place(x=600,y=100) e2=Entry(root,textvar=e,font=("comic

sans ms",20),fg="red") e2.place(x=600,y=150)

e3=Entry(root,textvar=a,font=("comic sans ms",20),fg="green")

e3.place(x=600,y=200) e4=Entry(root,textvar=g,font=("comic
```

```
sans ms",20),fg="black") e4.place(x=600,y=250)

e5=Entry(root,textvar=d,font=("comic sans ms",20),fg="black")

e5.place(x=600,y=300) email=e.get()#global


def write():

    import tkinter.messagebox as msg

f1=open("THE BATTLESS.txt","w")

  f1.write("name:"+n.get()+"         "+"emailid:"+str(e.get())+"       "+"age:"+str(a.get())+"
"+"date:"+str(d.get())+" ")

f1.flush()     f1.close()

f2=open("THE BATTLESS.txt","r")

l=f2.readlines()

    msg.showinfo("","GO TO THE PYTHON SHELL")
    for i in l:

        msg.showinfo("YOU IDENTIFY  URSELF AS:))","{}".format(i))

msg.showinfo("YOUR EMAIL IS","{}".format(e.get()))

    msg.showinfo("HEYYY!!!!","YOUR ID IS THE ONLY TREASURE YOU POSSESS
*_* ")      f2.close()

return(n.get(),str(e.get()),str(a.get()),str(d.get()))

    #details function removed


def inst():

    win=Toplevel()      from PIL import Image,ImageTk      img =

Image.open("E:\\python project\\final project\\warriors.jpg")

photoimage = ImageTk.PhotoImage(img)

l=Label(win,image=photoimage)

    l.place(x=0,y=-100)

win.geometry("250x250")

win.title("WELCOME TO MAZE RUNNER!!!")
```

```
label=Label(win,text='--> Maze Runner is an app where your gaming skills will be put to test.',relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l1=Label(win,text='--> To start off, there are 5 games and a total of 15 minutes to complete all of them.',relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l2=Label(win,text='--> The games in this app along with the time allotted are as follows:',relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l3=Label(win,text=' 1. Bingo, 2mins',relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l4=Label(win,text=' 2. Jumbled words, 2mins',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

l5=Label(win,text=' 3. Hangman, 2mins',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

l6=Label(win,text=' 4. Box, 5mins', relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l7=Label(win,text=' 5. Fireball, 4mins',relief="solid",font=("segeo script",14,"bold"),bg="yellow")

l8=Label(win,text='--> After completing all the games a statistical view of your performance is shown.',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

l9=Label(win,text='--> If the game is not completed within 15 mintues, 20 points will be deducted.',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

l10=Label(win,text='--> Your time will start as soon as you start the first game.',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

l11=Label(win,text='--> Good luck! Challenge everything!',relief="solid",font=("segeo script",14,"bold"),bg="yellow" )

label.place(x=100,y=100) l1.place(x=100,y=150)

l2.place(x=100,y=200) l3.place(x=100,y=250)

l4.place(x=100,y=300) l5.place(x=100,y=350)

l6.place(x=100,y=400) l7.place(x=100,y=450)

l8.place(x=100,y=500) l9.place(x=100,y=550)

l10.place(x=100,y=600) l11.place(x=100,y=650)
```

```
    def
exitt():
exit()
def submit():
   import tkinter.messagebox as msg
   msg.showinfo("WELCOME TO THE MAZE","THE HOURGLASS HAS IT'S SAND
RUNNING AND STRATEGIES ARE DEPLETING .....SO BE BRAVE!!")
   name=n.get()
age=a.get()
email=e.get()
gen=g.get()    write()


   f1=open("THE BATTLESS.txt","r")
b=f1.read()


   if "@" not in email and ".com" not in email:#checking email
     msg.showinfo("","{} PLEASE ENTER A VALID EMAIL
ID.Eg:John@xyz.com".format(name))
   if email in b:
      msg.showinfo("","YOU HAVE ALREADY REGISRERED!!!DONOT REGISTER
AGAIN".format(name))


   if int(age)>10:
     msg.showinfo("","{} U R ELIGIBLE TO FIGHT UR OWN WAY
OUT".format(name))


else:
      msg.showinfo(name,"U R STILL A LONG WAY TO GROW UP PLEASE
EXIT...U R NOT ELIGIBLE")
   if gen not in ["M","F","m","f"]:
```

```
        msg.showinfo("","{} PLEASE ENTER A VALID GENDER M/F".format(name))


    #instruction button
menu=Menu(root) root.config(menu=menu)
submenu=Menu(menu)
menu.add_cascade(label="THE
DOOR",menu=submenu)
submenu.add_command(label="EXIT",com
mand=exitt)      submenu2=Menu(menu)
menu.add_cascade(label="THE  SKILLS TO
PLAY",menu=submenu2)
submenu2.add_command(label="INSTRUC
TIONS",command=inst)
def db():
    name1=n.get()
email1=e.get()
age1=a.get()
date1=d.get()
gender=g.get()
b=""      f=""
h=""      j=""
    import mysql.connector as sqltor

con=sqltor.connect(host="localhost",user="root",passwd="HPSdb2018",database="
MR")      cursor=con.cursor()
  st="insert                                                                    into
mrds(name,emailid,age,gender,Date,bingo,fire,hang,jumb)values('{}','{}','{}','{}','{}','{}','
{}','{}','{}')".format(name1,email1,age1,gender,date1,b,f,h,j)
cursor.execute(st)      con.commit() def graphh():
```

```
   import mysql.connector as sqltor
import datetime
con=sqltor.connect(host="localhost",user="
root",passwd="HPSdb2018",database="
MR")     cursor=con.cursor()
   s=[]     email=e.get()     st="select * from mrds where
emailid='{}'".format(email)     cursor.execute(st)
data=cursor.fetchall()     for row in data:          for i in
row:
           s.append(i)
con.close()     k=[]
for i in range(5,9):
       k.append(s[i])
b=k[0]     f=k[1]
h=k[2]     j=k[3]

l1=b.split()
B=l1[0]
l2=f.split()
F=l2[0]
l3=h.split()
H=l2[0]
l4=j.split()
J=l2[0]
print(B)
print(F)
```

```
print(H)
print(J)
   import numpy as np     import
matplotlib.pyplot as plt
x=np.arange(4)
sc=[[50,50,20,20],[B,F,H,J]]

   plt.plot(x,sc[1],color='b',label="your score",marker="x")
plt.legend(loc="upper left")     plt.title("Your score graph")
plt.xticks(np.arange(4),("BINGO","Fireball","Hangman","Jumbled words"))
plt.show()

def close_window():
   exitt() def
fire():
   import time
t1=time.time()
    def
fireballg():

##################################################################
####
       # Trajectory formula
       # y=x*tan(a) - g*x*x/(2*v*v*cos(a)*cos(a))
       # where
       # y is vertical position (m)
       # x is horizontal position (m)
       # g is gravitional constant (9.8 m/s/s)
       # v is initial velocity [combined component](m/s)
```

```
        # a is the angle of initial velocity from horizontal plane (in radian)
        #
        # Maximum distance at horizontal plane:
        # at y=0
        # x=2*v*v*cos(a)*cos(a)*tan(a)/g
        # i.e x=2*v*v*cos(a)*sin(a)/g
        # This program will randomly position the target.
        # A fire ball will be thrown with initial velocity and angle as input
        # If the fire ball hits the target the score will be increased and the
# target position will be randomly changed
        #
        # - By Pradipti Mondal, Class XI

##################################################################
######


        import random
import math
curScore=0
prevScore=0
        b=[]
c=[]
        minTargetRange=100        maxTargetRange=255
randomTarget1=5
randomTarget2=maxTargetRange-minTargetRange
target=250        step=5        stepTargetLabel=50
g=9.8 #gravitational constant        v=0 #velocity
angleDegree=0 #angle in degree        a=0 #angle in
```

```
radian          d=0 # computed target based on input
velocity and angle          dmax=0


        def setTarget(minTargetRange,randomTarget1,randomTarget2,step):
            target=minTargetRange+random.randint(randomTarget1,randomTarget2)
            j=(int)(target/step)


            target=j*step # set the target in steps
return target


        def printTarget(target,step):
            print ("!!! Target:[",target-step,"-",target+step,"]  metre!!!")


        def printTargetLine(step,target,maxTargetRange,stepTargetLabel):
            print ("o",end="")              for i in
range (step,target-step,step):
                print (" ",end="")              print
("o",end="")              print()              print
("|",end="")              for i in range
(step,target-step,step):
if(i%stepTargetLabel == 0):

                    print ("|",end="")
else:

                    print ("-",end="")
print ("|",end="")
```

```
        for i in range (target+step,maxTargetRange,step):
if(i%stepTargetLabel == 0):
                print ("|",end="")                else:
print ("-",end="")            print()            print ("
",end="")            j=0            k=0            for i in
range (step,maxTargetRange,step):
if(i%stepTargetLabel == 0):                    print
(i,end="")                    k=(int)(i/stepTargetLabel)
if k>=2:                        j=j+2                    else:
j=j+1                else:                    if (j>0):
j=j-1                    else:
                    print (" ",end="")
        print()
print()        def
getVelocity():
while (True):
            v = int (input ("Velocity [0-50] m/s: "))
if (v <0) or (v>50):
                print ("Wrong input !!!")
else:                    break
return v        def getAngle():
while(True):
            angleDegree = int (input ("Angle degree [0-90]: "))
if (angleDegree <0) or (angleDegree>90):
                print ("Wrong input !!!")
else:
                break
        a=angleDegree*22/(7*180) # angle in radian
```

```
        return a

    def computeTarget(a,v,g):
        d=(int)(2*v*v*math.cos(a)*math.sin(a)/g) # achieved target
return d

    def computeMaxRange(v,g):
        dmax=(int)(v*v/g) #Maximum distance at angle = 45 degree
return dmax

    def printTrajectory(step,d,a):
        b[:]=[]          c[:]=[]
max=0          for x in range
(step,d,step):
            y=x*math.tan(a) - g*x*x/(2*v*v*math.cos(a)*math.cos(a))
            z=(int)(y)
            b.append(z) # Y-axis data in a list
            c.append(x) # X-axis data in a list
if (z>max):                max=z
#print (b)          #print (c)          for i in
range (max,0,-1):
            prev=c[0]              for j
in range (0,len(b),1):                  if
(b[j] == i):
                space=(int)((c[j]-prev)/step)
print (" "*space,end="")
print ("*",end="")                      prev=c[j]
print()
```

```
        def printResult(curScore,step,d,target):
if ((d >= target-step)and(d <= target+step)):
                curScore+=50                print("You have hit the
target at distance = !!!",d)            else:
                print("Reached distance of ",d," !!! You have missed the target
[",targetstep,"-",target+step,"]!!!")
            print("Your score = ",curScore)              return curScore
target=setTarget(minTargetRange,randomTarget1,randomTarget2,step)
        while(True):              if
curScore != prevScore:
                # Change the target position only if the target is hit
target=setTarget(minTargetRange,randomTarget1,randomTarget2,step)
prevScore=curScore


            printTargetLine(step,target,maxTargetRange,stepTargetLabel)
printTarget(target,step)
                        v=getVelocity()
a=getAngle()
d=computeTarget(a,v,g)
            #dmax=computeMaxRange(v,g) # for debugging
printTrajectory(step,d,a)
printTargetLine(step,target,maxTargetRange,stepTargetLabel)


            curScore=printResult(curScore,step,d,target)
key=input("Press any key to continue, 'q' to exit]: ")              if
key == 'q':
                break
else:
```

```
            continue


        return curScore
q=fireballg() t2=time.time()
t=t2-t1     sc=str(q)+" "+str(t)     if
t>240:
        print("you have exceeded the time limit and the time taken is:",t)
print("20 points is deducted from your score")          print("score=",q)
else:
        print("score=",q)
print("time taken",t)
email1=e.get()     import
mysql.connector as sqltor

con=sqltor.connect(host="localhost",user="root",passwd="HPSdb2018",database="
MR")     cursor=con.cursor()     j="update mrds set fire=%s where emailid=%s"
i=(sc,email1)     cursor.execute(j,i)     con.commit()



def jumbled():

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")     print("WELCOME TO THE
MARATHON OF SPELLINGS!!!!!")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")
print("SPELLAMNESIA")
print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

```
^^^^^^^^^^^^^^^^^^")

print("ITS GOING TO BE FUN!!!")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")

 print("AN ADDICTION THAT WILL NEVER GET
OVER........................................")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")

    print()

    print("PLEASE READ THE INSTRUCTIONS GIVEN BELOW")

    print("------------------------------------------------------------------------------")

    print("* WORDS WITH PLURALS ARE NOT ACCEPTED")

    print("* WORDS ENTERED AS THE ANSWERS FOR THE JUMBLED WORDS
MUST BE MEANINGFUL AND APT")

    print("* THIS QUIZ IS SUITABLE FOR THOSE WHO WANT TO ENHANCE
THEIR VOCABLLARY SKILLS")

    print('''* IN THE FOLLOWING ROWS WORDS ARE JUMBLED UP ON THE LEFT
HAND SIDE AND A CLUE IS GIVEN TO HELP YOU RE-ARRANGE THE WORD.''')

    print("PLEASE USE CAPITAL LETTERS OR YOUR ANSWER WILL NOT BE
ACCEPTED")

    print("LAST BUT NOT THE LEAST, I WISH YOU ENJOY THIS QUIZ TO THE
FULLEST")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")    print("1.

BEGGINNER(3-4 letter words)")    print("2.

INTERMEDIATE(5-6letter words)")    print("3.

ADVANCED(more than 6 letter words")
```

```
print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^")
    print()
import time
t1=time.time()
def jumble():
s=0
ans1='c'


        ch=int(input("ENTER YOUR CHOICE OF LEVEL FROM ABOVE:"))
        while ans1=='c':


if ch==1:
                print("LETS BEGIN!!!")
                                print("1. DAD")
print("enter 'c' to get a clue")
ans1=input()                  if ans1=='c':
                    print("YOUR CLUE: IT IS A MATHEMATICAL OPERATOR")
str1=input("ENTER YOUR ANSWER:")
                else:
                    str1=input("ENTER YOUR ANSWER:")
if str1=="ADD":
                    print("YOU ARE CORRECT!!")
                    s+=5
else:
                    print("YOUR ANSWER WAS:ADD")
                    print("BETTER LUCK NEXT TIME")
```

```
            print()
print("2. IDK")                print("enter
'c' to get a clue")
ans1=input()               if ans1=='c':
                print("YOUR CLUE: A CHILD")
str2=input("ENTER YOUR ANSWER:")
            else:
                str2=input("ENTER YOUR ANSWER:")
            if str2=="KID":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                print("YOUR ANSWER WAS:KID")
print("BETTER LUCK NEXT TIME")
            print()
print("3. SLIT")                print("enter
'c' to get a clue")
ans1=input()               if ans1=='c':
                print("YOUR CLUE: AN INFORMATION WRITTEN IN ORDER")
str3=input("ENTER YOUR ANSWER:")
            else:
                str3=input("ENTER YOUR ANSWER:")
            if str3=="LIST":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                print("YOUR ANSWER WAS:LIST")
print("BETTER LUCK NEXT TIME")
```

```
        print()
         print("4. LETB")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A PART OF FORMAL WEAR")
str4=input("ENTER YOUR ANSWER:")
        else:
            str4=input("ENTER YOUR ANSWER:")
if str4=="BELT":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:BELT")
print("BETTER LUCK NEXT TIME")
        print()
                print("5. AMY")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A MONTH") str5=input("ENTER YOUR
ANSWER:")
        else:
            str5=input("ENTER YOUR ANSWER:")
if str5=="MAY":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:MAY")
print("BETTER LUCK NEXT TIME")
```

```
        print()
                print("6. LILB")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A LIST WITH ITEMS AND PRICE")
str6=input("ENTER YOUR ANSWER:")
        else:
            str6=input("ENTER YOUR ANSWER:")
        if str6=="BILL":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:BILL")
print("BETTER LUCK NEXT TIME")
        print()


        print("7. SUPH")
        print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: ACTION OF DOOR")
str7=input("ENTER YOUR ANSWER:")
        else:
            str7=input("ENTER YOUR ANSWER:")


        if str7=="PUSH":
            print("YOU ARE CORRECT!!")
            s+=5
else:
```

```
            print("YOUR ANSWER WAS:PUSH")
print("BETTER LUCK NEXT TIME")
        print()
                print("8. SETR")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: ANOTHER WORD FOR STATIONARY")
str8=input("ENTER YOUR ANSWER:")
        else:
            str8=input("ENTER YOUR ANSWER:")
if str8=="REST":
            print("YOU ARE CORRECT!!")
            s+=5
        else:
            print("YOUR ANSWER WAS:REST")
print("BETTER LUCK NEXT TIME")
        print()

        print("9. KCSO")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A GARMENT WORN IN THE FOOT")
str9=input("ENTER YOUR ANSWER:")
        else:
            str9=input("ENTER YOUR ANSWER:")

        if str9=="SOCK":
            print("YOU ARE CORRECT!!")
```

```
            s+=5
else:
            print("YOUR ANSWER WAS:SOCK")
print("BETTER LUCK NEXT TIME")
        print()


        print("10. DRAW")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A DIVISION OF A CITY OR TOWN")
str10=input("ENTER YOUR ANSWER:")
        else:
            str10=input("ENTER YOUR ANSWER:")
if str10=="WARD":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:WARD")
print("BETTER LUCK NEXT TIME")
        print()


        print("11. STUD")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: ANOTHER WORD FOR DIRT")
str11=input("ENTER YOUR ANSWER:")
        else:
```

```
          str11=input("ENTER YOUR ANSWER:")
if str11=="DUST":
          print("YOU ARE CORRECT!!")
          s+=5
else:
          print("YOUR ANSWER WAS:DUST")
print("BETTER LUCK NEXT TIME")
        print()


        print("12. EARH")
print("enter 'c' to get a clue")
        ans1=input()
        if ans1=='c':
          print("YOUR CLUE: EXAMINE OR HEAR")
str12=input("ENTER YOUR ANSWER:")
        else:
          str12=input("ENTER YOUR ANSWER:")
if str12=="HEAR":
          print("YOU ARE CORRECT!!")
          s+=5
else:
          print("YOUR ANSWER WAS:HEAR")
print("BETTER LUCK NEXT TIME")
          print()
        print("YOU HAVE COME TO THE END OF THIS LEVEL")
print("PLEASE CHOOSE A NEW LEVEL")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^")
```

```
        if ch==2:
            print("1. GRANY ")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
                print("YOUR CLUE: TEMPER")
str13=input("ENTER YOUR ANSWER:")
            else:
                str13=input("ENTER YOUR ANSWER:")
if str13=="ANGRY":
                print("YOU ARE CORRECT!!")
                s+=5
            else:
                print("YOUR ANSWER WAS:ANGRY")
print("BETTER LUCK NEXT TIME")
                print()


            print("2. VRABE")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
                print("YOUR CLUE: COURAGEOUS")
str14=input("ENTER YOUR ANSWER:")
            else:
                str14=input("ENTER YOUR ANSWER:")
if str14=="BRAVE":
                print("YOU ARE CORRECT!!")
                s+=5
else:
```

```
                print("YOUR ANSWER WAS:BRAVE")
print("BETTER LUCK NEXT TIME")
                print()
                        print("3. IDALY")
print("enter 'c' to get a clue")
ans1=input()                if ans1=='c':
                print("YOUR CLUE: EVERYDAY")
str15=input("ENTER YOUR ANSWER:")
            else:
                str15=input("ENTER YOUR ANSWER:")
if str15=="DAILY":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                print("YOUR ANSWER WAS:DAILY")
print("BETTER LUCK NEXT TIME")
                print()


            print("4. GREEED")
print("enter 'c' to get a clue")
ans1=input()                if ans1=='c':
                print("YOUR CLUE: RELATED TO ANGLES")
str16=input("ENTER YOUR ANSWER:")
            else:
                str16=input("ENTER YOUR ANSWER:")
if str16=="DEGREE":
                print("YOU ARE CORRECT!!")
```

```
            s+=5
else:
            print("YOUR ANSWER WAS:DEGREE")
print("BETTER LUCK NEXT TIME")
            print()


        print("5. CAFTOR")
print("enter 'c' to get a clue")
ans1=input()
        if ans1=='c':
            print("YOUR CLUE: FACTORISE")
str17=input("ENTER YOUR ANSWER:")
        else:
            str17=input("ENTER YOUR ANSWER:")


        if str17=="FACTOR":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:FACTOR")
print("BETTER LUCK NEXT TIME")
            print()


        print("6. DIMELD")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: CENTRE")
str18=input("ENTER YOUR ANSWER:")
```

```
        else:
            str18=input("ENTER YOUR ANSWER:")


        if str18=="MIDDLE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:MIDDLE")                print("BETTER
LUCK NEXT TIME")
            print()


        print("7. VERNE")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: CARRIER OF BLOOD")
str19=input("ENTER YOUR ANSWER:")
        else:
            str19=input("ENTER YOUR ANSWER:")


        if str19=="NERVE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:NERVE")
print("BETTER LUCK NEXT TIME")
            print()
```

```
                    print("8. ORATI")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: RATIONAL")
str20=input("ENTER YOUR ANSWER:")
        else:
            str20=input("ENTER YOUR ANSWER:")

        if str20=="RATIO":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:RATIO")
print("BETTER LUCK NEXT TIME")
            print()

        print("9. VESLO")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: FIGURE OUT")
str21=input("ENTER YOUR ANSWER:")
        else:
            str21=input("ENTER YOUR ANSWER:")

        if str21=="SOLVE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
```

```
            print("YOUR ANSWER WAS:SOLVE")
print("BETTER LUCK NEXT TIME")
            print()


        print("10. COKTS")
print("enter 'c' to get a clue")
ans1=input()

        if ans1=='c':
            print("YOUR CLUE: INVENTORY")
str22=input("ENTER YOUR ANSWER:")
        else:
            str22=input("ENTER YOUR ANSWER:")


        if str22=="STOCK":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:STOCK")
print("BETTER LUCK NEXT TIME")
            print()


        print("11. TIWRE")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: COMPOSE")
str23=input("ENTER YOUR ANSWER:")
        else:
```

```
            str23=input("ENTER YOUR ANSWER:")


        if str23=="WRITE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
print("YOUR ANSWER
WAS:WRITE")
print("BETTER LUCK
NEXT TIME")
            print()


        print("12. HOUST")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: A DIRECTION")
str24=input("ENTER YOUR ANSWER:")
        else:
            str24=input("ENTER YOUR ANSWER:")


        if str24=="SOUTH":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:SOUTH")
print("BETTER LUCK NEXT TIME")
            print()
```

```
print("YOU HAVE COME TO THE END OF THIS LEVEL")
print("PLEASE CHOOSE A NEW LEVEL")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")
        if ch==3:
            print("1. DIDCANATE")
print("enter 'c' to get a clue")
ans1=input()
            if ans1=='c':
                print("YOUR CLUE: NOMINEE")
str25=input("ENTER YOUR ANSWER:")
            else:
                str25=input("ENTER YOUR ANSWER:")
if str25=="CANDIDATE":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                print("YOUR ANSWER WAS:CANDIDATE")
print("BETTER LUCK NEXT TIME")
                print()

            print("2. FIDCONENCE")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
                print("YOUR CLUE: ASSURED")
str26=input("ENTER YOUR ANSWER:")
            else:
```

```
            str26=input("ENTER YOUR ANSWER:")


        if str26=="CONFIDENCE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:CONFIDENCE")
print("BETTER LUCK NEXT TIME")
            print()


        print("3. SEASIDE")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: ILLNESS")
str27=input("ENTER YOUR ANSWER:")
        else:
            str27=input("ENTER YOUR ANSWER:")


        if str27=="DISEASE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:DISEASE")
print("BETTER LUCK NEXT TIME")
            print()
```

```
        print("4. RUSSEIRP")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: AMAZEMENT")
str28=input("ENTER YOUR ANSWER:")
        else:
            str28=input("ENTER YOUR ANSWER:") if str28=="SURPRISE":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:SURPRISE")
print("BETTER LUCK NEXT TIME")
            print()

        print("5. MENTAPART")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: HOUSING")
str29=input("ENTER YOUR ANSWER:")
        else:
            str29=input("ENTER YOUR ANSWER:")
str29=input("ENTER YOUR ANSWER:")           if
str29=="APARTMENT":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:APARTMENT")
print("BETTER LUCK NEXT TIME")
```

```
            print()


        print("6. TMENTDERAP")
print("enter 'c' to get a clue")
ans1=input()
        if ans1=='c':
            print("YOUR CLUE: SECTOR")
str29=input("ENTER YOUR ANSWER:")
        else:
            str29=input("ENTER YOUR ANSWER:")
str29=input("ENTER YOUR ANSWER:")           if
str29=="DEPATMENT":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:DEPARTMENT")
print("BETTER LUCK NEXT TIME")
            print()


        print("7. MEABRRSADES")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: ASHAMED")
str30=input("ENTER YOUR ANSWER:")
        else:
           str31=input("ENTER YOUR ANSWER:")
if str31=="EMBARRASSED":
print("YOU ARE CORRECT!!")
```

```
                s+=5
else:
                print("YOUR ANSWER WAS:EMBARASSED")
print("BETTER LUCK NEXT TIME")
                print()


            print("8. EIGNROF")
print("enter 'c' to get a clue")
ans1=input()                if ans1=='c':
                print("YOUR CLUE: OVERSEAS")
str32=input("ENTER YOUR ANSWER:")
            else:
                str32=input("ENTER YOUR ANSWER:")
if str32=="FOREIGN":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                print("YOUR ANSWER WAS:FOREIGN")
print("BETTER LUCK NEXT TIME")
                print()


            print("9. ALLYRENEG")
print("enter 'c' to get a clue")
ans1=input()                if ans1=='c':
                print("YOUR CLUE: NORMALLY")
str33=input("ENTER YOUR ANSWER:")
            else:
```

```
                str33=input("ENTER YOUR ANSWER:")
str33=input("ENTER YOUR ANSWER:")               if
str33=="GENERALLY":
                print("YOU ARE CORRECT!!")
                s+=5
else:
                 print("YOUR ANSWER WAS:GENERALLY")
print("BETTER LUCK NEXT TIME")
                 print()


              print("10. SROTYHSI")
print("enter 'c' to get a clue")
ans1=input()                if ans1=='c':
                print("YOUR CLUE: PAST EVENT")
str34=input("ENTER YOUR ANSWER:")
              else:
                str34=input("ENTER YOUR ANSWER:")
str34=input("ENTER YOUR ANSWER:")               if
str34=="HISTORY":
                print("YOU ARE CORRECT:!!")
                s+=5
else:
                 print("YOUR ANSWER WAS:HISTORY")
print("BETTER LUCK NEXT TIME")
                 print()
```

```
        print("11. LARLYMSII")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("YOUR CLUE: SAME")
str35=input("ENTER YOUR ANSWER:")
        else:
            str35=input("ENTER YOUR ANSWER:")
str35=input("ENTER YOUR ANSWER:")           if
str35=="SIMILARLY":
            print("YOU ARE CORRECT!!")
            s+=5
else:
            print("YOUR ANSWER WAS:SIMILARLY")
print("BETTER LUCK NEXT TIME")
            print()


        print("12. CESSUSC")
print("enter 'c' to get a clue")
ans1=input()            if ans1=='c':
            print("A STATE OF PROSPERITY AND FAME")
str36=input("ENTER YOUR ANSWER:")
        else:
            str36=input("ENTER YOUR ANSWER:")
str36=input("ENTER YOUR ANSWER:")           if
str36=="SUCESS":
            print("YOU ARE CORRECT!!")
            s+=5
else:
```

```
                 print("YOUR ANSWER WAS:SUCESS")
print("BETTER LUCK NEXT TIME")                          print()

               print("YOU HAVE COME TO THE END OF THIS LEVEL")
print("PLEASE CHOOSE A NEW LEVEL")

print("^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^")
        return s


    r=jumble()
t2=time.time()
t=t2-t1     if
t>120:
        print("Oops,you have elapsed the time")        time.sleep(0.5)         print("the
game has to be finished in 120s and you have taken",t,"seconds")
time.sleep(0.5)          print(" 20 points would be deducted from your score")
r=r-20          print("score=",r)     else:          if r==0:
            print("OOPS BETTER LUCK NEXT TIME")
        else:
            print("you have finished the game within the time limit and the time taken
is",t)             time.sleep(0.5)             print("So your score is",r)     score1=str(r)+"
"+str(t)     email1=e.get()     import mysql.connector as sqltor
con=sqltor.connect(host="localhost",user="root",passwd="HPSdb2018",database="
MR")     cursor=con.cursor()     q="update mrds set jumb=%s where emailid=%s"
i=(score1,email1)     cursor.execute(q,i)     con.commit() def bingo():     import
random     import time     print("************WELCOME TO THE BINGO
CHALLENGE*************")
    time.sleep(2)
```

```
print("YOU WOULD BE GIVEN 120s TO COMPLETE THE GAME")
time.sleep(2)
print("SO HERE ARE THE INSTRUCTIONS OF THE GAME")
time.sleep(1)
print("1.The user has to chose the size of the grid of the bingo card(N) he wishes to play in") time.sleep(1)
print("2.The user has to enter the range of the numbers he wishes to be on the bingo card") time.sleep(1) print("3.the user then has to guess N*N values") time.sleep(1)
print("4.the user would win only if each value that he has entered is present on the bingo card") time.sleep(1)
print("For instance,if the user enters minimum value 20 and maximum value 50 and grid size is 3 then:")
print("The user has to enter any nine numbers within the range 20-50 and those nine values have to be present on the bingo card") time.sleep(1)
print("5.The game is timed,so the user has to complete the game within the time limit of 120s") time.sleep(1)
print("SO ALL THE BEST...AND LETS SEE HOW LUCKY YOU ARE")
t1=time.time() def bingog(): score=0 gs=int(input("enter the size of ur grid IF 2x2 THEN 2 IF NXN THEN N")) min=int(input("enter min value")) max=int(input("enter max value")) card=[] l=[] l1=[]
    rr=range(min,max)
card=random.sample(rr,gs*gs) for i in range(gs):
        s="" for j in range(gs):
            s+=str(card[i+j*gs])+"\t"
l=s.split() for i in l:
```

```
            l1.append(i)
for z in range(gs*gs):
            k=input("enter number")
            if k in l1:
                l1.remove(k)
        if len(l1)==0:
score+=50              print("U
WON!!!")              print("ur bingo
card was:")              for i in
range(gs):
                s=""
for j in range(gs):
                    s+=str(card[i+j*gs])+"\t"
print(s)          else:              score=0


            print("ur bingo card was:")
for i in range(gs):
                s=""
for j in range(gs):
                    s+=str(card[i+j*gs])+"\t"
print(s)


        return score
p=bingog()
t2=time.time()
t=t2-t1      if
t>120:
```

```
        print("Oops,you have elapsed the time")        time.sleep(0.5)        print("the
game has to be finished in 120s and you have taken",t,"seconds")
time.sleep(0.5)
        print(" 20 points would be deducted from your score")
p=p-25        print("score=",p)     else:        if p==0:
            print("OOPS BETTER LUCK NEXT TIME")
            print("the time taken is",t)
else:
            print("you have finished the game within the time limit and the time taken
is",t)            time.sleep(0.5)            print("So your score is",p)     score=str(p)+"
"+str(t)


    email1=e.get()     import
mysql.connector as sqltor

con=sqltor.connect(host="localhost",user="root",passwd="HPSdb2018",database="
MR")     cursor=con.cursor()     q="update mrds set bingo=%s where emailid=%s"
i=(score,email1)     cursor.execute(q,i)     con.commit() def hang():
    import time     name=n.get()
print("Hi!",name,"Welcome to Lakshay's comp project")
print('You are playing:-')     print('Hangman')
    print("You have chosen to play:-")
print('H',end='')     time.sleep(0.5)
print('A',end='')     time.sleep(0.5)
print('N',end='')     time.sleep(0.5)
print('G',end='')     time.sleep(0.5)
print('M',end='')     time.sleep(0.5)
print('A',end='')     time.sleep(0.5)
```

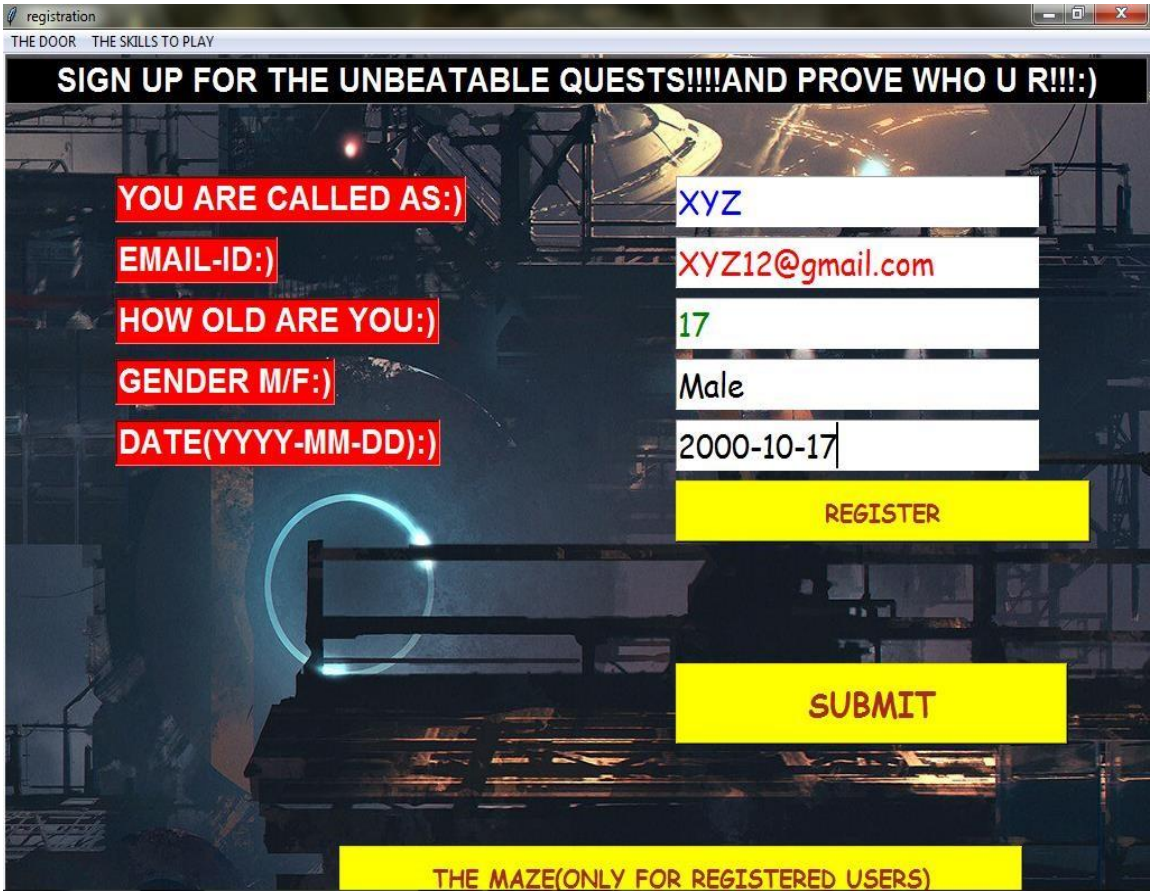
```
print('N')    t1=time.time()    def
hangman():
    import random
    print("The category/topic for this game would be the PYTHON PROGRAMMUNG LANGUAGE",'\n'"Quite your field of expertise I presume",name,";)",'\n')          #waiting for one second          time.sleep(1)
print("Start guessing")        time.sleep(0.5)

word2=['python','dictionaries','keywords','tuples','boolean','lists','palindrome','float','decimal','boolean','strings','nesting','random']
word=list(random.choice(word2))
l=len(word)        guesses=['_ ']*l
    print(guesses)
turns=10
failed=0        c=0
g=''        s=0

    while turns!=0:          print("The number of turns remaining=",turns,'\n')          time.sleep(0.5)
guess=input("Enter a character")          for i in range(0,l):
if guess==word[i]:                guesses[i]=guess
c=c+1          print(guesses)          if guesses==word:
            print("Congratulations",name,"! You have won! :)")
s+=20          break          else:          if c==0:
                turns=turns-1
print("Sorry",name,"!, but",guess,"is incorrect :(")
c=0          else:
```

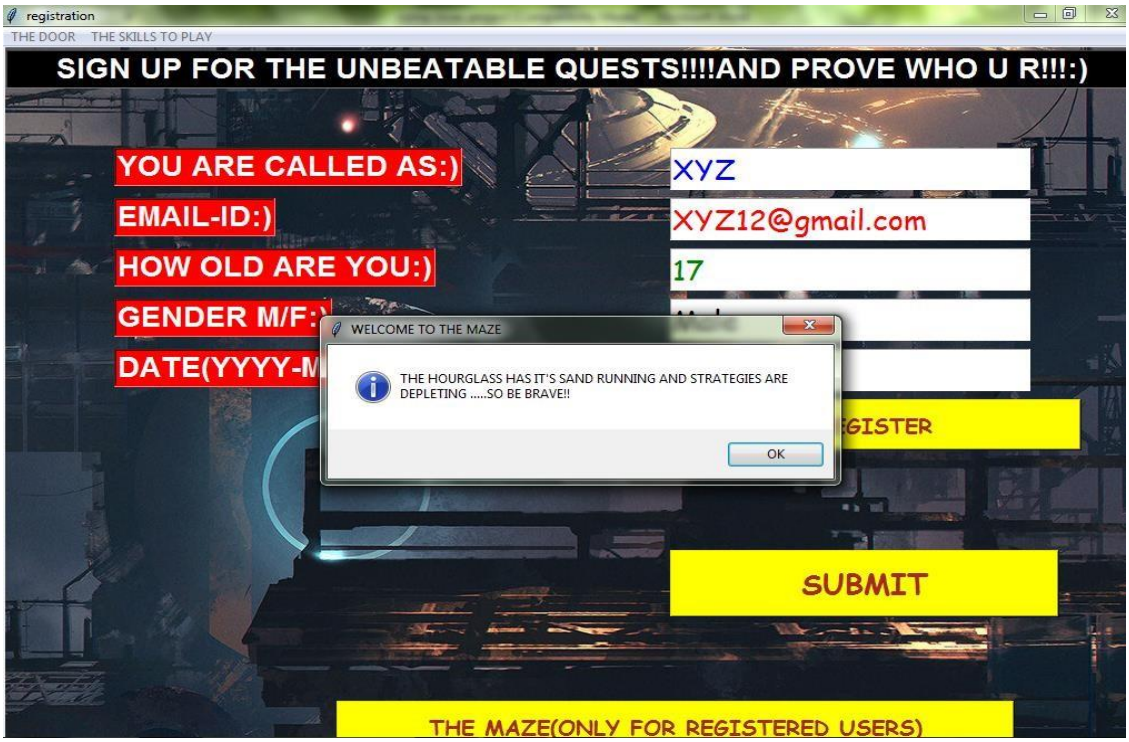
```
                turns=turns
print("Good guess",name,"! :)")
c=0         if guesses!=word:
            print("Sorry",name,"!, You have lost :(")
print("Your word was",word)          return s
z=hangman()     t2=time.time()      t=t2-t1      if
t>120:
        print("Oops,you have elapsed the time")          time.sleep(0.5)          print("the
game has to be finished in 120s and you have taken",t,"seconds")
time.sleep(0.5)          print(" 20 points would be deducted from your score")
z=z-20          print("score=",z)      else:          if z==0:
            print("OOPS BETTER LUCK NEXT TIME")
print("You havent scored any points :o")
print("the time taken is",t)          else:
            print("you have finished the game within the time limit and the time taken
is",t)              time.sleep(0.5)            print("So your score is",z)      sc=str(z)+" "+str(t)
email1=e.get()      import mysql.connector as sqltor
con=sqltor.connect(host="localhost",user="root",passwd="HPSdb2018",database="
MR")      cursor=con.cursor()      q="update mrds set hang=%s where emailid=%s"
    i=(sc,email1)
cursor.execute(q,i)
con.commit() def
login():
    from PIL import Image,ImageTk      wind=Toplevel()      img0 =
Image.open("E:\\python project\\final project\\aurora.jpg")      p1 =
ImageTk.PhotoImage(img0)      l=Label(wind,image=p1)
    l.place(x=0,y=0)
```

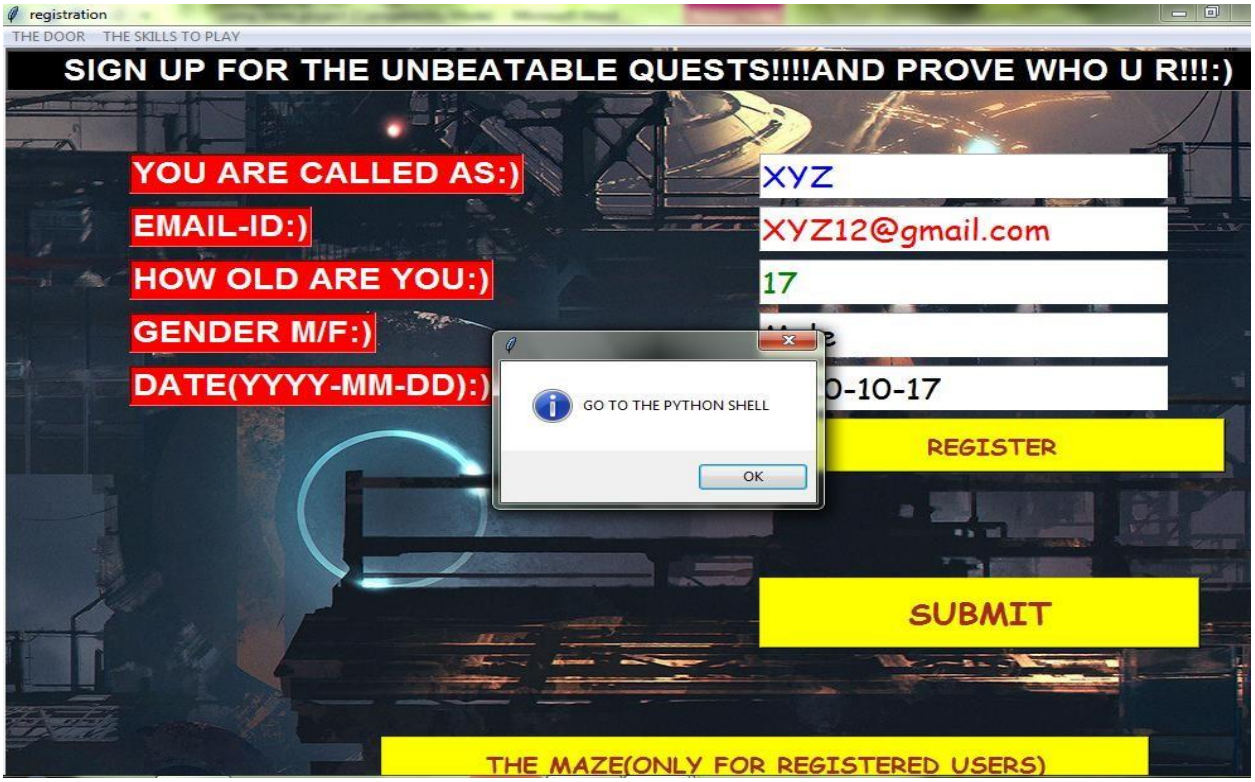
```
wind.title("HI!!!THIS IS YOUR BATTLEFIELD FOR 10 MINUTES !!CHOOSE WISELY TO WIN!!") wind.geometry("800x800") menu=Menu(root) wind.config(menu=menu) submenu=Menu(menu) menu.add_cascade(label="THE CLIMB",menu=submenu) submenu.add_command(label="GRAPH OF YOUR SCORE :)",command=graphh) img1 = Image.open("E:\\python project\\final project\\jumbled.webp") img1=img1.resize((150,150),Image.ANTIALIAS) photo = ImageTk.PhotoImage(img1) a=Label(wind,image=photo)
a.place(x=50,y=100) img2 = Image.open("E:\\python project\\final project\\hangman.jpg") img2 = img2.resize((150, 150), Image.ANTIALIAS)
photo2 = ImageTk.PhotoImage(img2)
b=Label(wind,image=photo2,width=50,height=50)
b.place(x=200,y=100) img3 = Image.open("E:\\python project\\final project\\fire.jpg") img3 = img3.resize((150, 150), Image.ANTIALIAS) photo3= ImageTk.PhotoImage(img3)
c=Label(wind,image=photo3,width=100,height=100)
c.place(x=50,y=300) img4 = Image.open("E:\\python project\\final project\\bingo.jpg") img4 = img4.resize((150, 150), Image.ANTIALIAS) photo4 = ImageTk.PhotoImage(img4)
d=Label(wind,image=photo4,width=50,height=50)
d.place(x=200,y=300)
R1=StringVar()
R2=StringVar()
R3=StringVar()
R4=StringVar()
r1=Button(wind,text="JUMBLED WORDS",font=("segeo script",15,"bold"),fg="white",relief=SUNKEN,bg="red",command=jumbled)
```

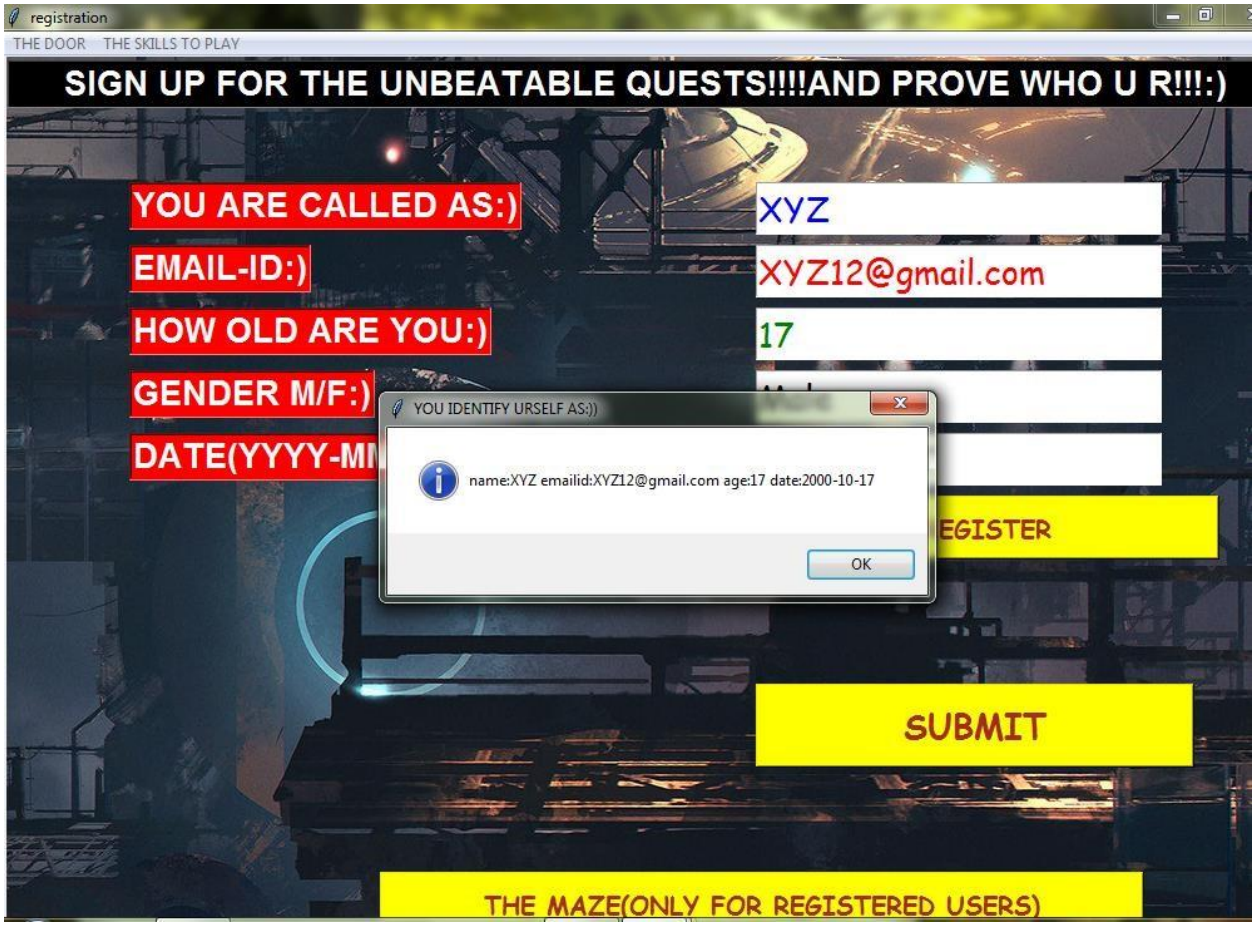
```
    r2=Button(wind,text="HANGMAN",font=("segeo
 script",15,"bold"),fg="white",relief=SUNKEN,bg="red",command=hang)

    r3=Button(wind,text="FIREBALL",font=("segeo
 script",15,"bold"),fg="white",relief=SUNKEN,bg="red",command=fire)

    r4=Button(wind,text="BINGO",font=("segeo
 script",15,"bold"),fg="white",relief=SUNKEN,bg="red",command=bingo)

    r5=Button(wind,text="EXIT",font=("segeo

 script",15,"bold"),fg="white",relief=SUNKEN,bg="red",command=close_window)

 r1.place(x=50,y=50)     r2.place(x=200,y=150)     r3.place(x=50,y=250)

    r4.place(x=200,y=350)

 r5.place(x=50,y=500)     wind.mainloop()

 submit=Button(root,text="SUBMIT",width=20,bg="yellow",fg="brown",command=s
 ubmit,font=("comic sans ms",20,"bold")) submit.place(x=600,y=500)

login=Button(root,text="THE MAZE(ONLY FOR REGISTERED
 USERS)",width=50,bg="yellow",fg="brown",command=login,font=("comic sans
 ms",15,"bold")) login.place(x=300,y=650)

 login1=Button(root,text="REGISTER",width=30,bg="yellow",fg="brown",command=
 db,font=("comic sans ms",15,"bold")) login1.place(x=600,y=350)#details button
 added root.mainloop()
```

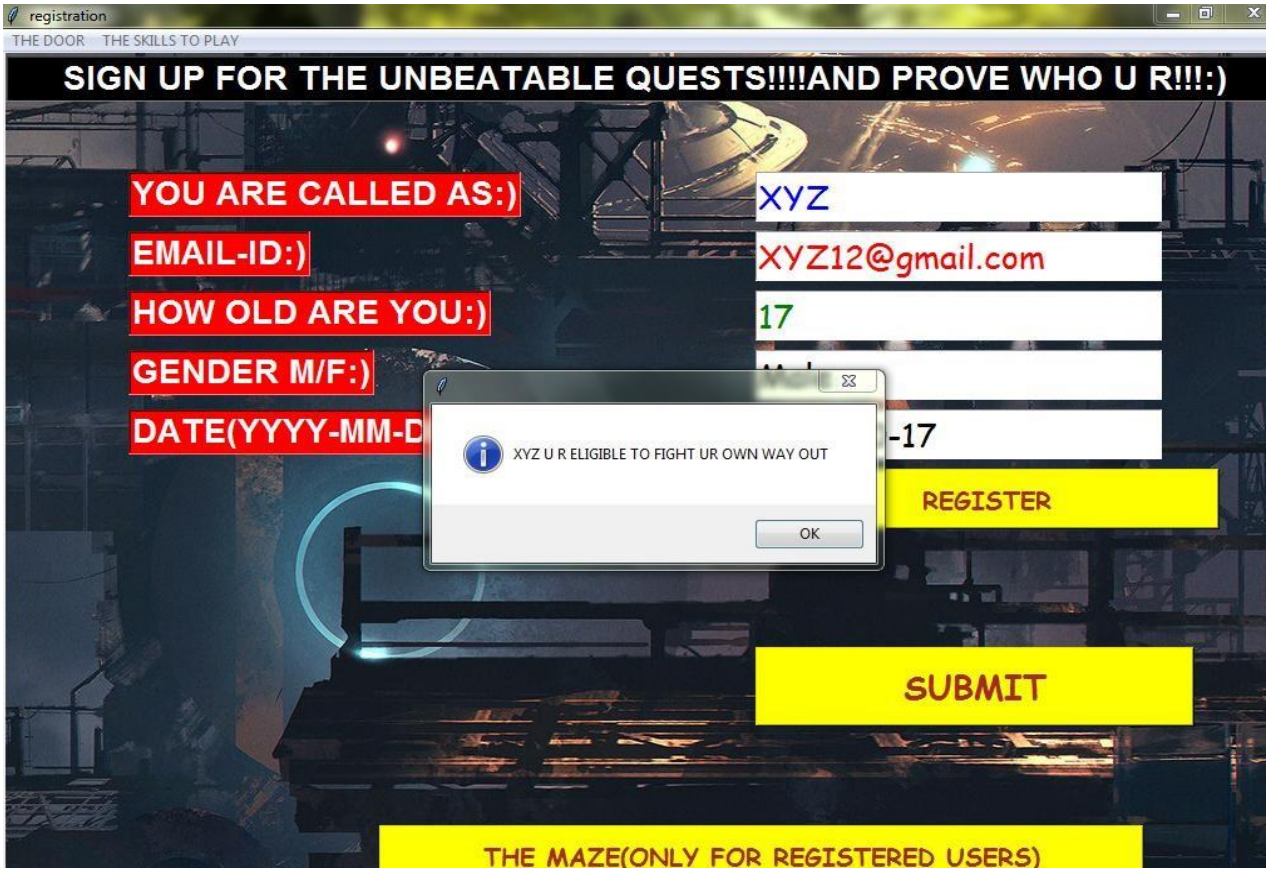
OUTPUT SCREENS

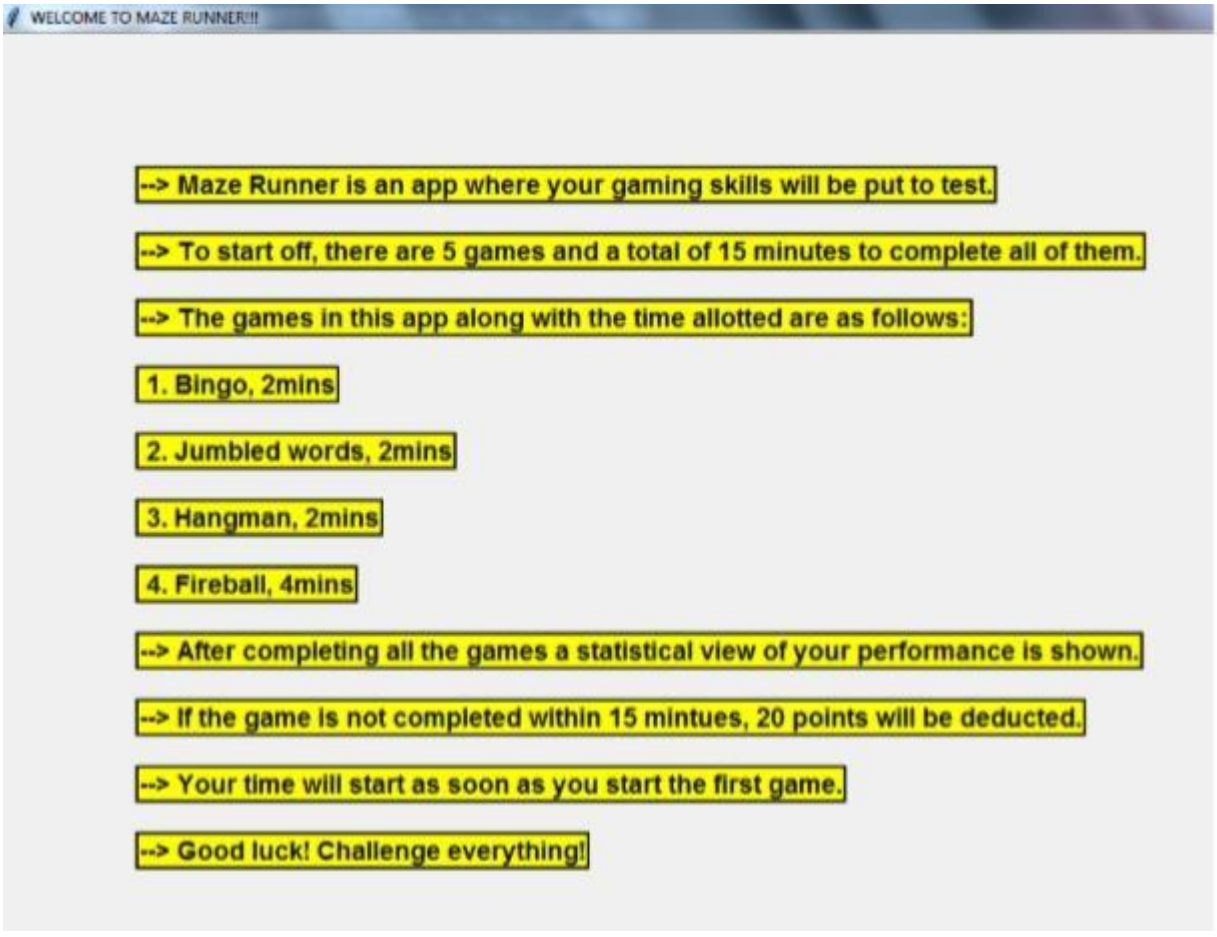


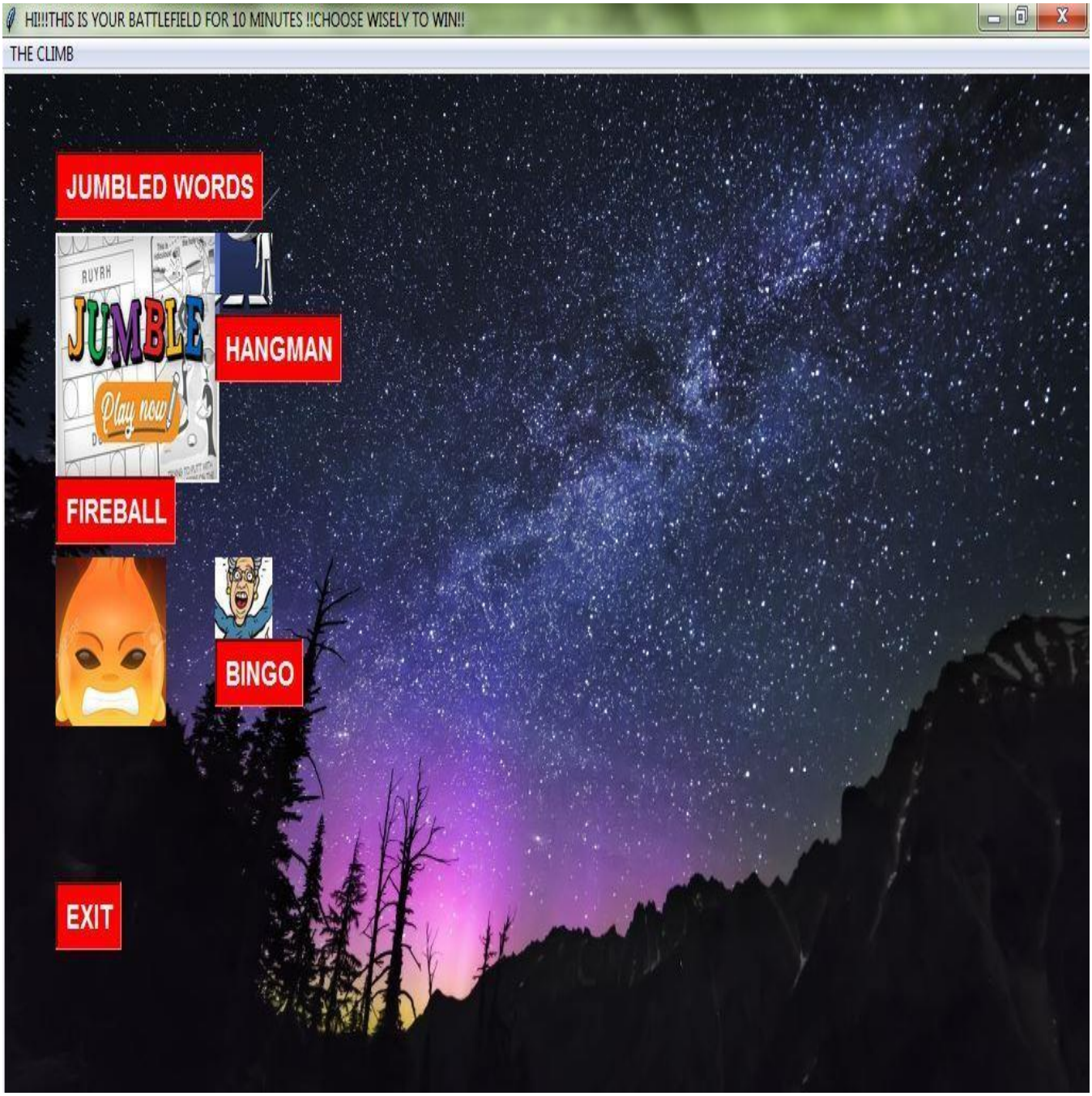



registration
THE DOOR
THE SKILLS TO PLAY
SIGN UP FOR THE UNBEATABLE QUESTS!!!!AND PROVE WHO U R!!!:)
YOU ARE CALLED AS:)
EMAIL-ID:)
HOW OLD ARE YOU:)
GENDER M/F:)
DATE(YYYY-MM-DD):)
XYZ
XYZ12@gmail.com
17
-10-17
REGISTER
GO TO THE PYTHON SHELL
OK
SUBMIT
THE MAZE(ONLY FOR REGISTERED USERS)

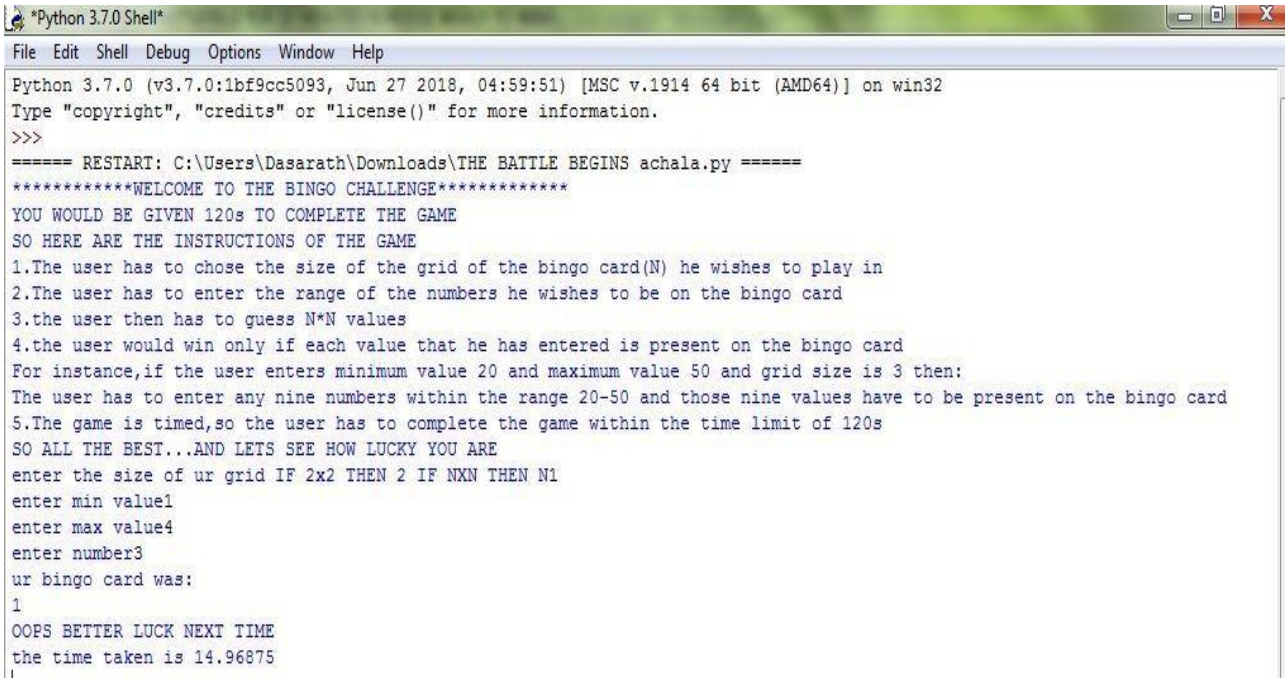

registration
THE DOOR
THE SKILLS TO PLAY
SIGN UP FOR THE UNBEATABLE QUESTS!!!!AND PROVE WHO U R!!!:)
YOU ARE CALLED AS:)
EMAIL-ID:)
HOW OLD ARE YOU:)
GENDER M/F:)
DATE(YYYY-MI
XYZ
XYZ12@gmail.com
17
YOU IDENTIFY URSELF AS:))
name:XYZ emailid:XYZ12@gmail.com age:17 date:2000-10-17
OK
EGISTER
SUBMIT
THE MAZE(ONLY FOR REGISTERED USERS)


registration
THE DOOR
THE SKILLS TO PLAY
SIGN UP FOR THE UNBEATABLE QUESTS!!!!AND PROVE WHO U R!!!:)
YOU ARE CALLED AS:)
EMAIL-ID:)
HOW OLD ARE YOU:)
GENDER M/F:)
DATE(YYYY-MM-D
XYZ
XYZ12@gmail.com
17
-17
REGISTER
XYZ U R ELIGIBLE TO FIGHT UR OWN WAY OUT
OK
SUBMIT
THE MAZE(ONLY FOR REGISTERED USERS)


WELCOME TO MAZE RUNNER!!!
--> Maze Runner is an app where your gaming skills will be put to test.
--> To start off, there are 5 games and a total of 15 minutes to complete all of them.
--> The games in this app along with the time allotted are as follows:
1. Bingo, 2mins
2. Jumbled words, 2mins
3. Hangman, 2mins
4. Fireball, 4mins
--> After completing all the games a statistical view of your performance is shown.
--> If the game is not completed within 15 mintues, 20 points will be deducted.
--> Your time will start as soon as you start the first game.
--> Good luck! Challenge everything!


HI!!!THIS IS YOUR BATTLEFIELD FOR 10 MINUTES !!CHOOSE WISELY TO WIN!!
THE CLIMB
JUMBLED WORDS
JUMBLE
Play now!
HANGMAN
FIREBALL
BINGO
EXIT

Bingo-output



Fireball-output

```
|---------|---------|---------|---------|--|-----|
          50        100       150       200       250

!!! Target:[ 215 - 225 ] metre!!!
Velocity [0-50] m/s: 45
Angle degree [0-90]: 45
```

```
o                                       o
|---------|---------|---------|---------|--|-----|
          50        100       150       200       250

Reached distance of  206  !!! You have missed the target [ 215 - 225 ]!!!
Your score =  0
Press any key to continue, 'q' to exit]: q
score= 0
time taken 10.25
```

Hangman-Output

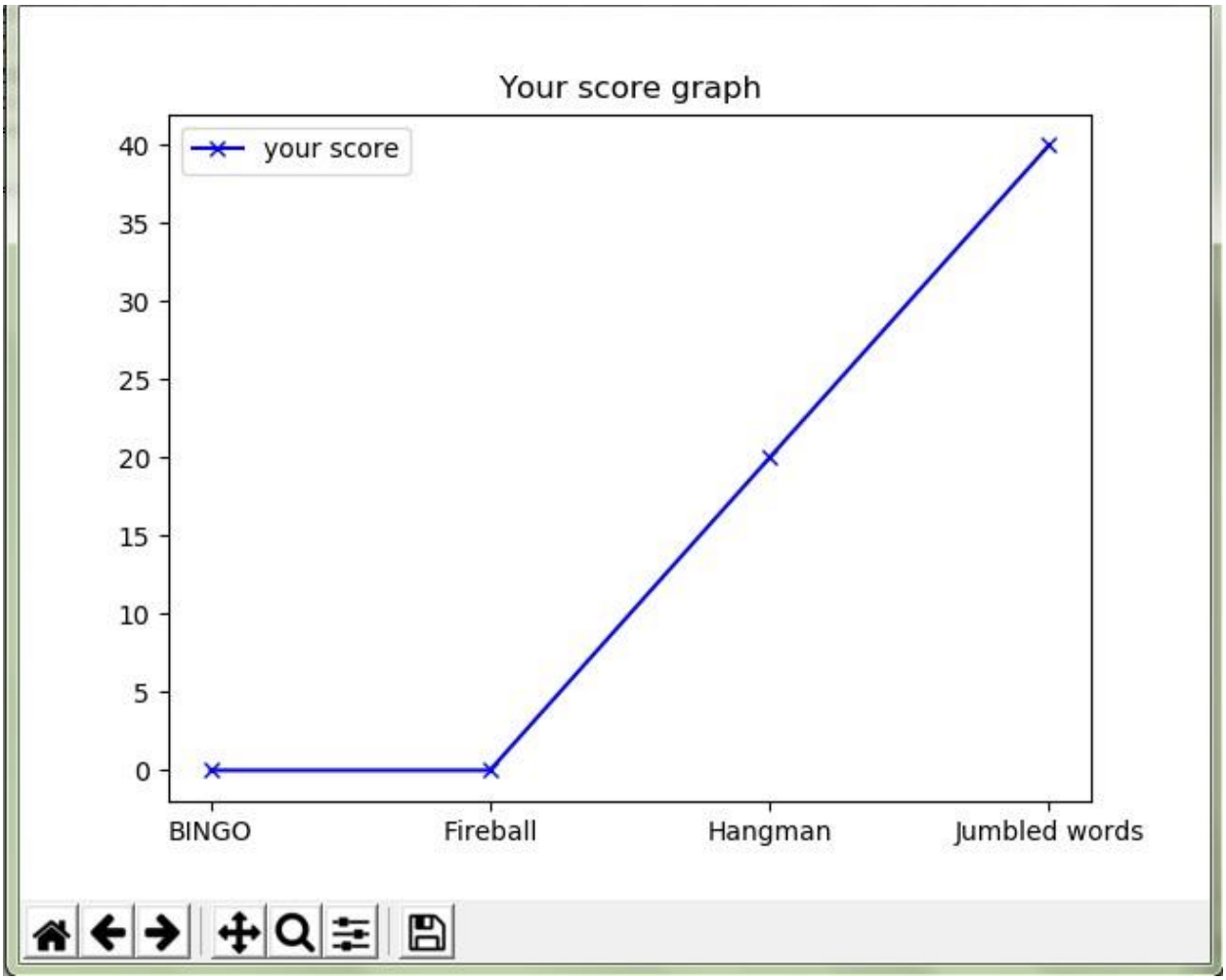
```
Enter your nameXYZ
Hi! XYZ Welcome to Lakshay's comp project
You are playing:-
Hangman
You have chosen to play:-
HANGMAN
The category/topic for this game would be the PYTHON PROGRAMMUNG LANGUAGE
Quite your field of expertise I presume XYZ ;)

Start guessing
['_ ', '_ ', '_ ', '_ ', '_ ', '_ ']
The number of turns remaining= 10

Enter a characterp
['_ ', '_ ', 'p', '_ ', '_ ', '_ ']
Good guess XYZ ! :)
The number of turns remaining= 10

Enter a charactero
['_ ', '_ ', 'p', '_ ', '_ ', '_ ']
Sorry XYZ !, but o is incorrect :(
The number of turns remaining= 6

Enter a charactern
['_ ', '_ ', 'p', '_ ', '_ ', '_ ']
Sorry XYZ !, but n is incorrect :(
The number of turns remaining= 5

Enter a charactere
['_ ', '_ ', 'p', '_ ', 'e', '_ ']
Good guess XYZ ! :)
The number of turns remaining= 5

Enter a characterr
['_ ', '_ ', 'p', '_ ', 'e', '_ ']
Sorry XYZ !, but r is incorrect :(
The number of turns remaining= 4

Enter a charactert
['t', '_ ', 'p', '_ ', 'e', '_ ']
Good guess XYZ ! :)
The number of turns remaining= 4

Enter a characteru
['t', 'u', 'p', '_ ', 'e', '_ ']
Good guess XYZ ! :)
The number of turns remaining= 4

Enter a characterl
['t', 'u', 'p', 'l', 'e', '_ ']
Good guess XYZ ! :)
The number of turns remaining= 4

Enter a characters
['t', 'u', 'p', 'l', 'e', 's']
Congratulations XYZ ! You have won! :)
you have finished the game within the time limit and the time taken is 0.0
So your score is 20
```

Jumble-output

```
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
WELCOME TO THE MARATHON OF SPELLINGS!!!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
SPELLAMNESIA
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
ITS GOING TO BE FUN!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
AN ADDICTION THAT WILL NEVER GET OVER........................................
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

ENTER 'i' TO GET INSTRUCTIONS

PLEASE READ THE INSTRUCTIONS GIVEN BELOW
--------------------------------------------------------------------------------
* WORDS WITH PLURALS ARE NOT ACCEPTED
* WORDS ENTERED AS THE ANSWERS FOR THE JUMBLED WORDS MUST BE MEANINGFUL AND APT
* THIS QUIZ IS SUITABLE FOR THOSE WHO WANT TO ENHANCE THEIR VOCABLLARY SKILLS
* IN THE FOLLOWING ROWS WORDS ARE JUMBLED UP ON THE LEFT HAND SIDE AND A CLUE IS GIVEN TO HELP YOU RE-ARRANGE THE WORD.
PLEASE USE CAPITAL LETTERS OR YOUR ANSWER WILL NOT BE ACCEPTED
LAST BUT NOT THE LEAST, I WISH YOU ENJOY THIS QUIZ TO THE FULLEST
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
1. BEGGINNER(3-4 letter words)
2. INTERMEDIATE(5-6letter words)
3. ADVANCED(more than 6 letter words
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

ENTER YOUR CHOICE OF LEVEL FROM ABOVE:1
LETS BEGIN!!!
1. DAD
enter 'c' to get a clue
```

```
10. DRAW
enter 'c' to get a clue
C
ENTER YOUR ANSWER:WARD
YOU ARE CORRECT!!

11. STUD
enter 'c' to get a clue
DUST
ENTER YOUR ANSWER:DUST
YOU ARE CORRECT!!

12. EARH
enter 'c' to get a clue
C
ENTER YOUR ANSWER:HEAR
YOU ARE CORRECT!!
YOU HAVE COME TO THE END OF THIS LEVEL
PLEASE CHOOSE A NEW LEVEL
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Oops,you have elapsed the time
the game has to be finished in 120s and you have taken 157.828125 seconds
 20 points would be deducted from your score
score= 40
```

The Graph


Your score graph
your score
40
35
30
25
20
15
10
5
0
BINGO
Fireball
Hangman
Jumbled words

LIMITATIONS

- **May not be optimized to work with all devices. It has to be programmed in a way such that it works on all the devices.**
- **Each time the user plays a game he has to move to the python shell.**
- **The user cannot switch between two windows, Has to be programmed such that he can move from one window to another**
- **All the games have to be played.**

BIBLIOGRAPHY

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- https://www.edureka.co/blog/tkinter-tutorials/
- https://stackoverflow.com/questions