

# GE-103

## Word Guessing Game

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### I. INTRODUCTION

Our Project is a “word guessing game”. This is a game to inculcate literature and logical reasoning in the users. In this game the user is displayed with a word with certain letters of which will be missing. And the user is expected to guess those missing ones. In this way there will be certain levels of difficulty in terms of number of letters and complexity of the meaning of the words.

### II. OBJECTIVE

Nowadays the school level students are having poor ‘literature skills’ when compared with science skills. But literature is also very important when it comes to proficient communication skills. In this word game, the students' literary abilities are enhanced and make him learn new words daily with a ‘game-like environment’ where he gets a score for what he/she has done. Apart from the literary abilities endowed, he will also gain the logical thinking of relating to letters that are missing and the letters that are present. In this way this game leads to ‘skill development’, which is its ultimate aim.

### III. EXPLANATION

In this section the procedure in the game as well some logics of code are explained:

- Firstly the user will be asked to choose between the two flavours of the game, (i). User can choose the length of word he wants to attempt and (ii). The user will be given words level by level with increasing length.
- If he chooses the first flavor of the game, he/she will be asked to enter the length of word they want and they will be given a word of required length with random letters missing in it.
- If he chooses the second flavor in which there will be levels with increasing word length for every score increase of 5 and will be given words in levels and asked to guess missing characters.
- The user is also given with the hint of the word so as to remove the ambiguity between different words.
- For each correct guess he will be appreciated and given a point.
- The user is given three chances to attempt wrong, if he/she attempts wrong more than three times, they have to restart the game.
- A GUI(Graphical User Interface) is created to execute this game with all the functions as stated above.

### IV. CONCLUSIONS

The word guessing game is successful in fulfilling the expected outputs. And the game is working in a user friendly way and the words in this game are in a way such that a user can learn something new and improve logical thinking.

#### Some of the test cases are:

- i. The user has chosen the flavour 1 and asked for a four letter word, the word displayed is ‘a \_ \_ s’ and the hint provided is ‘troubles/problems’. And the word is “ails”.
- ii. The user selected flavour 1 and now entered the length of the word as six, the word displayed is ‘p \_ r \_ l \_’ and the hint provided is ‘permission given to a prisoner to leave prison’. And the word is “parole”.
- iii. The user selected the flavour 2 and the word displayed is ‘ \_ \_ b’ and the hint given is ‘young lion or bear’. The word is “cub”.

#### Some boundary conditions are:

- i. In the flavour 1, if the user gives the length of the word is more than 14, then the game will throw an error as ‘word length exceed’. Ex: If the length entered is 26 etc.
- ii. If the word displayed to the user is pronouns or question tags (you, how, why etc) then hint is not displayed.

- iii.If the word length chosen as a part of flavor 1 is less than 3 then blanks are not displayed.
- iii.If the user wants to quit the game he/she will be provided with an exit button on the interface through which they can exit.
- iv. If the user has scored certain points and he/she wants to exit the game, then their points will be reset to zero and again when they are logging in they have to start with zero.

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