



**Dr. N.G. P. INSTITUTE OF TECHNOLOGY**  
**An Autonomous Institution**

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**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

Project Submitted for

**NEW LEAF**

under the title of

**WORDPUZZLE**

USING HTML, CSS, Java Script, MySQL, JDBC

Submitted to

**Mr. PUGAZH MARA**

Submitted by

**REENA K**

**SOUNDARIYA P**

# **WORDPUZZLE**

## **ABSTRACT:**

Word puzzle games challenge players to think critically, expand their vocabulary, and enhance their cognitive abilities. Solving puzzles often requires problem-solving skills, pattern recognition, and linguistic proficiency. Word puzzle games serve as a source of entertainment and relaxation. Players can engage in these games during leisure time to unwind and have fun, whether alone or with friends. Word puzzle games offer educational value by promoting language skills, spelling, and word recognition.

The Word Puzzle game can be used as a supplementary tool for language learning and improvement. Playing word puzzles can serve as a stress-relief activity. The focus required to solve puzzles can divert the mind from everyday stressors, providing a mental break and promoting relaxation. The combination of challenges, rewards, and the joy of solving puzzles contributes to the overall appeal of these games.

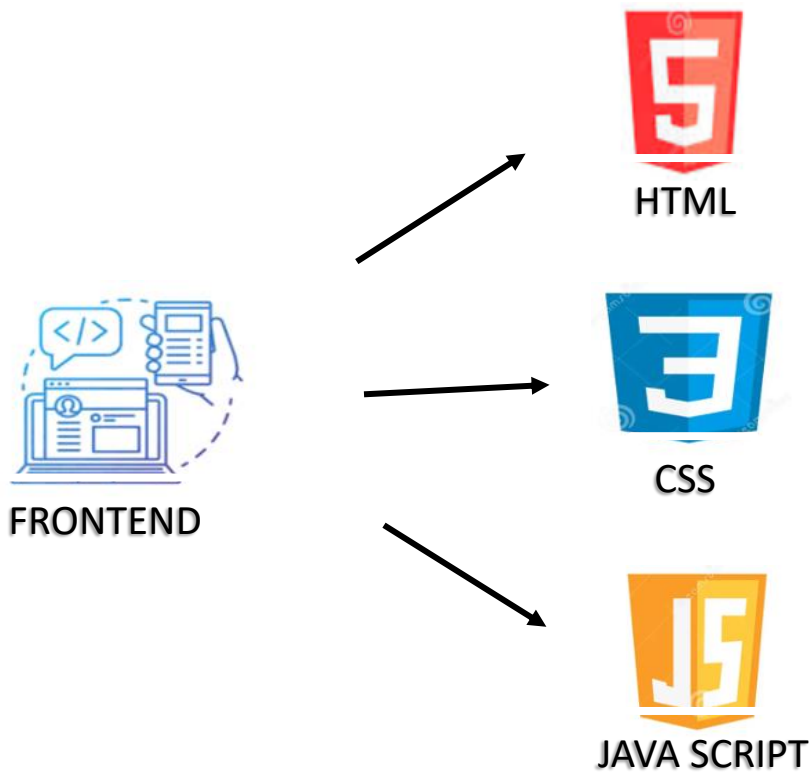
The Word Puzzle is a web-based mini project developed using HTML, CSS, JavaScript, MySQL, and the Eclipse framework. Word Puzzle games is designed for the user to require critical thinking skills that could stimulate the brain and train the brain in a way that's similar to how physical activity trains the body.

The front-end of the system is developed using HTML for the structure, CSS for styling, and JavaScript for dynamic functionalities. The user interface allows the user to register the for playing the Word Puzzle game experience across various devices.

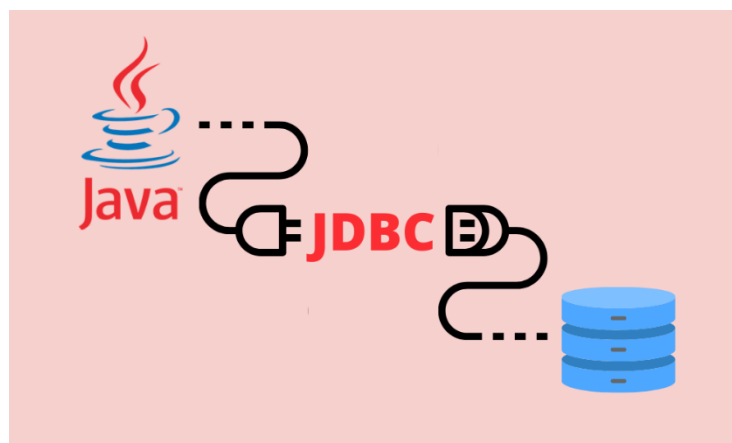
On the server-side, the Eclipse framework is employed to manage the back-end operations. Java programming language is used to handle server-side logic, process user requests, and interact with the MySQL database. The MySQL database stores crucial information such as username, password, email id and phone number.

## **2 DESIGNING THE WEBSITE:**

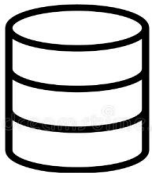
### **FRONTEND**



### **BACKEND**



## DATABASE



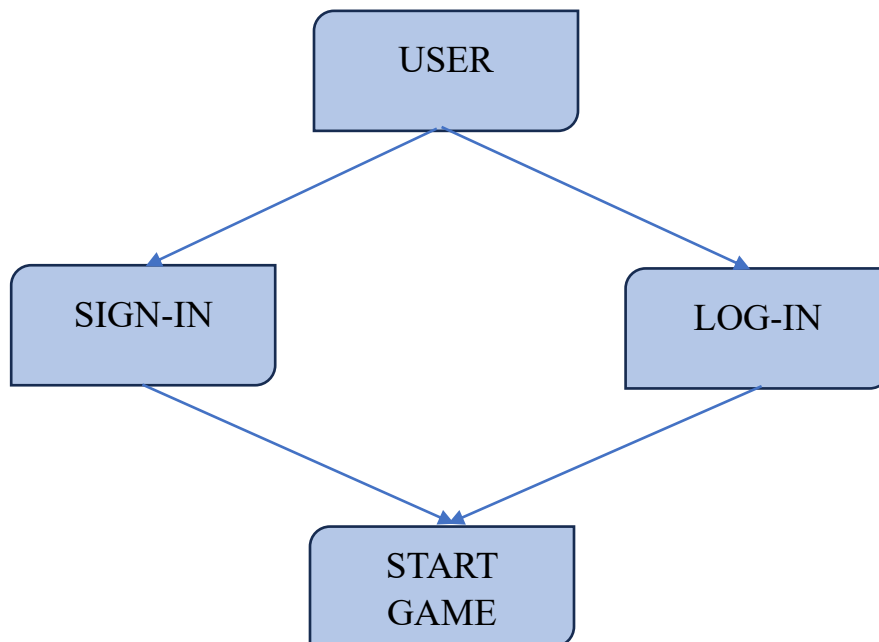
DATABASE



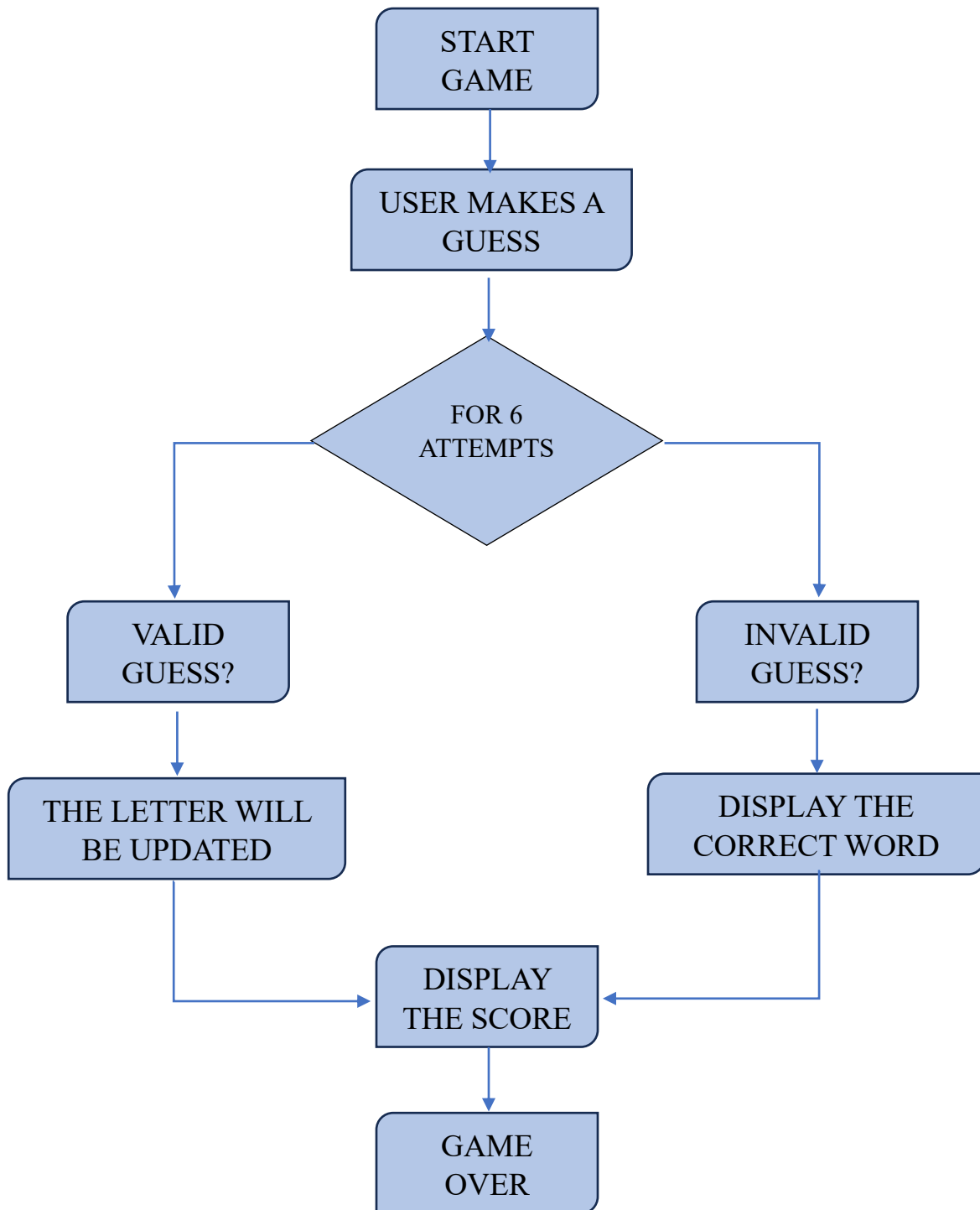
## MODULES:

1. Sign-up
2. Log-in
3. Word Puzzle

## FLOW DIAGRAM:



## DIAGRAMMATIC REPRESENTATION:



## **1. SIGN-UP MODULE:**

- It allows users to create new accounts for playing the Word Puzzle game
- The essential information such as Name, Password, Email id and Phone no are collected in the game
- The database is used for storing the details of users and keeping the data safe and secure
- Users can establish new accounts to partake in the Word Puzzle game, providing necessary details like their name, password, email ID, and phone number. The game employs a database to securely store and manage user information, ensuring the confidentiality and safety of the data.

### **STEPS:**

1. The user navigates to the sign-up page.
2. The required information is input into the sign-up form.
3. Upon clicking the "Sign Up" button, the system validates the entered data.
4. In the event of successful validation, a new user account is generated, and the user is redirected to the login page.
5. If validation fails, an error message is presented, guiding the user to rectify the input.

## **2. LOG-IN MODULE:**

- Registered users can access their accounts by logging in.
- User credentials, including email and password, are verified against stored information for authentication.
- Session management is implemented to ensure ongoing user authentication and a secure login experience.

### **STEPS**

1. Upon reaching the login page, the user inputs their registered email and password.
2. Clicking the "Log In" button initiates the system's verification of the provided credentials.

3. In the case of valid credentials, the user is redirected to the description page.
4. If the entered credentials are invalid, the system displays an error message, offering the user the option to retry or initiate a password reset.

### **3. WORD PUZZLE MODULE**

- Users with registered accounts have the privilege to participate in the game
- The game initiates only if the login ID is registered; otherwise, an error message is prompted.
- Players are enabled to engage in the word puzzle gaming experience
- The user's score is visibly presented alongside their username
- A limit of six attempts is set for guessing each word and failure to do so results in a pop-up revealing the word.
- The completion of the word puzzle game requires players to successfully find three specified words.

### **CONCLUSION:**

The HTML code for the word puzzle game provides an interactive and enjoyable gaming experience. Its modular structure, user-friendly design, and efficient backend logic contribute to a well-crafted web-based word puzzle game.