Motivation:

Developing playable games can be fun , interesting and engaging way to learn C-Programming.
The project was supposed to solidify our understanding of the language in a more intriguing way . Hangman involves guessing and board thinking way , which transcribes well to the programming language . By building this project , we have gained prized practical experience ….!!

IMPORTANT HIGHLIGHTS OF PROJECT:

- Engaging Gameplay Mechanics Word Guessing Challenge: The player must guess the hidden word one letter at a time.

- Limited Attempts: Adds suspense by giving a maximum of 6 incorrect guesses.

- User-Friendly Features Case-Insensitive Guessing: Players can enter letters in any case (e.g., 'A' or 'a')

- Real-Time Feedback: Shows if a guess is correct or wrong and updates the remaining attempts. . Visual Word Progress: Displays the word blanks for unguessed letters, making the game easy to follow.

AREAS FOR IMPROVEMENT:

- Add validation to ensure that only letters are accepted. o Track guessed letters and notify the player if the letter was already quessed. o Implement random word selection from predefined word list (stored in an array read from a file).

- Add colorful text using ANSI escape codes to highlight correct and incorrect guesses. o Use a graphical Ul library like curses to create more interactive interface. o Add a step-by-step ASCIl drawing of the hangman based on the numbera of incorrect attempts.

CONCEPTS LEARNED DURING PROJECT:

- During this project we have learned about many libraries and their functions.
- We learned different ways to access Arrays and use them in an efficient manner to reduce the variables.
- We used Functions to reduce the repetition of same code in the main function.
- Even, we had a time, we faced time complexity problems. Then, we learnt some functions, These functions helped to run the code more efficiently and reduced the time complexity problem.

FUTURE SCOPE :

- In the 21st century, Gaming is the most featured thing. We developed games in c without graphics in a simply way. . We want to show that we can make games in c (where in present situation, the game developers are using python, unity, etc ...).

CONTRIBUTIONS

M. Chithranjali - logic for word input and set up, checking if the player as guessed the word or not and preparation of the the following ppt
N. Reshma - logic for displaying the word progress, handling player input's, managing overall game scenarios and testing of the game