The goal would be to make a game in C with a table of 16 cells (4x4).

The objective of this game would be to find a word (contained in a database) that the computer would place randomly in the 16 cells array.

Example with the word "Hello":

The computer has to draw a random word from the database (MySQL or local if it takes too much time) for this example we will say that the word drawn randomly from the database is " Hello ".

Once this is done,

 The computer places the word "Hello" in the table.

Once the word is placed, the computer generates random letters to fill in the empty spaces.

 Here is the result and the table that will be displayed to the player (here the letters of the word "Hello" are in red only so that you can see them well. The player will see all the letters in black).

Once this table is generated, the game starts and the player has to find the original word by means of the French translation of the word (here Hello to take our example) written next to the table.

Display from the player's point of view:

 Clue: *Bonjour

*Bonjour" means hello in French.

Each time the player finds a word, he/she earns a point and a new table containing another random word is created. The player has 5 minutes to find the maximum number of words and score the maximum number of points.

So that's it for the rules of the game

Constraints:

- The game must be developed in C language and must run on Linux devices.

- The Rand command must be used to generate the random letters in the table (this one: https://linuxhint.com/rand-function-in-c-language/).

- The game should be coded as simply as possible, the goal here is not to have something optimized but something that works.

The deadline is Tuesday March 15th.