**Project Report: CSE115 Group Project**

**Course Title: CSE115 - Introduction to Computer Science**

**Project Title: Hangman Game Implementation**

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**Ahnaf(),**

**Farhan()**

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**Summary:**

The Hangman Game Implementation project, conducted by our CSE115 group, focused on applying fundamental programming concepts in the C language to create an interactive Hangman game running in a terminal environment.

**Problem Statement:**

The project aimed to develop a Hangman game in the C programming language, providing an engaging and interactive experience for users within a terminal environment. The game should include a clear user interface,random word selection, user input validation, and the tracking of guessed letters using arrays and strings.

**Implementation:**

- \*\*User Interface:\*\* The terminal-based interface displayed the Hangman ASCII art, the current state of the word, and the letters guessed.

- \*\*Game Flow:\*\* The program guided the player through the Hangman process, updating the interface with each correct or incorrect guess.

- \*\*Error Handling:\*\* Robust error handling was implemented to manage invalid inputs and ensure the stability of the program.

**Contribution:**

Sowad Hossain [2323614042]:

saveUsers(),EditUser(),login(),resumegame(),init(),game(),main(),

drawHangman(),drawTitle(),

Ahnaf [ ]:

loadUsers(),displayLeaderboard(),updateLeaderboard(),About(),

saveCurrentUser(),drawYouWon()

Farhan []:

loadWords(),AddUsers(),mainMenu(),newgame(),isExistingUser(),setUser(),

drawgameOver()

**Acknowledgments:**

The group expresses gratitude for the guidance provided by our course instructor and acknowledges the collective effort of all group members in the successful completion of the Hangman Game Implementation project in the C programming language.