

GUESS THE WORD

(Console game) C++ Group Project



Date: 11/4/2021

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Subject: INTE 11223

Programming Concept

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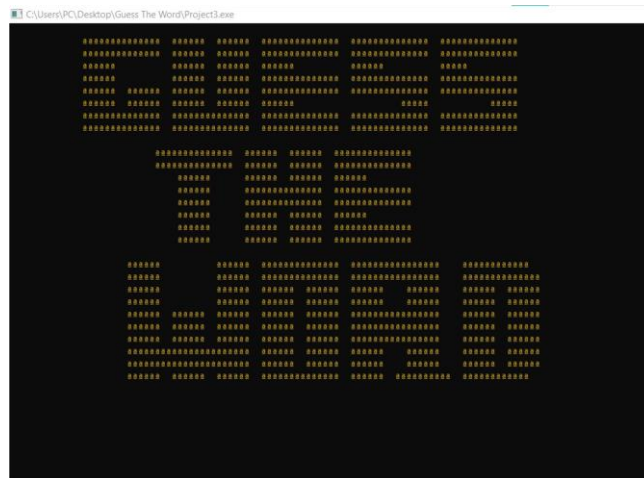
CONTENT



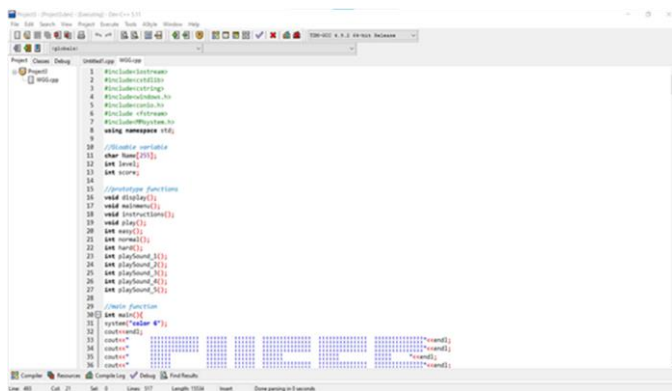
1. Basic Documentation and instructions
2. Problems / Challengers
3. What we have done different
4. Group members



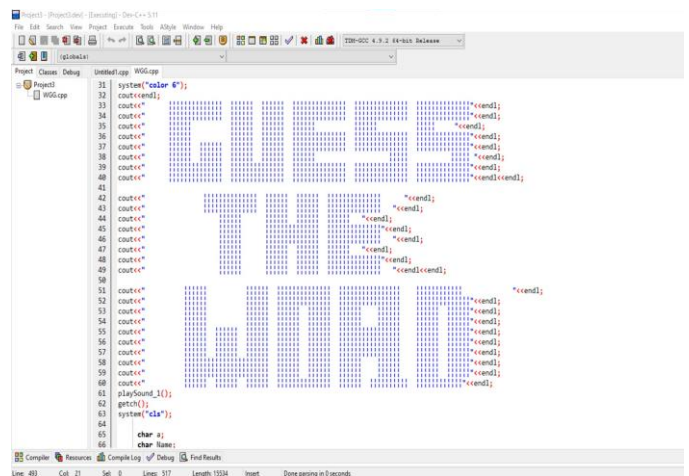
Basic Documentation and instructions



Pic. 1



Pic. 1.1



Pic. 1.2

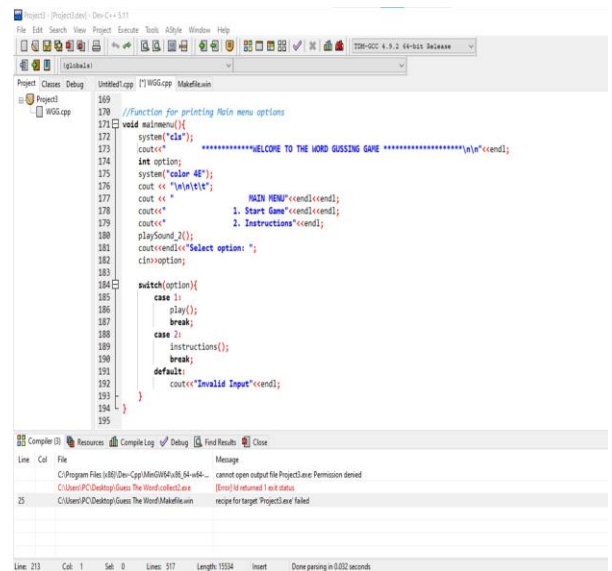
In the main menu, there has the two options

1. Start game
2. Instructions (pic. 2).

If instructions are wanted, enter 2 and if the game is wanted to start entering 1.



Pic. 2

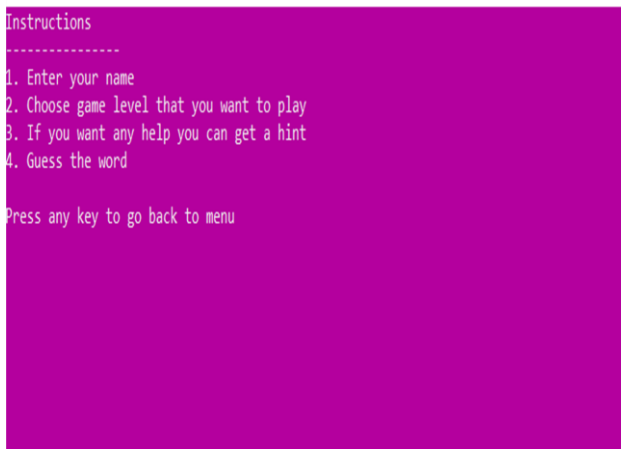


Pic. 2.1

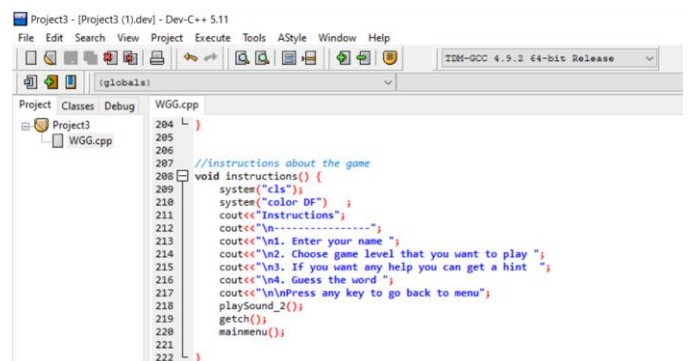
When enter 2, below window can be seen.

1. Enter any key to go again main menu after that
2. Enter 1 to start game

C:\Users\acer\Desktop\New folder (3)\Project3 (1).exe



Pic. 3



Pic. 3.1

When enter 1, there is a place to include name and level of the game. Then enter name and choose the game level. We have developed three levels for this game. We created the level one as the easiest one and the difficulty level is increased with game levels correspondingly. If level one is selected, some easy words have been guessed. Level two is some what difficult task and the third level is the hardest one. It contains words with 7-8 characters.



```

C:\Users\PC\Desktop\Guess The Word\Project3.exe
Enter Username : THUSH

Hi THUSH.....

WELCOME TO THE WORD GUESSING GAME
*****

1.Easy - press NUMBER 1

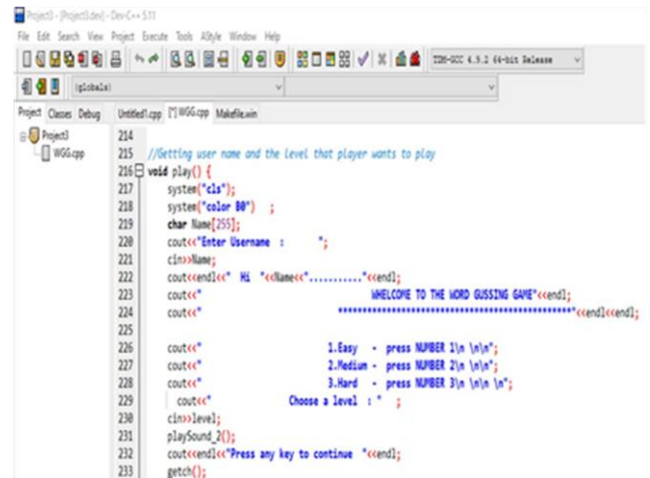
2.Medium - press NUMBER 2

3.Hard - press NUMBER 3

Choose a level : 1

Press any key to continue
  
```

Pic. 4



```

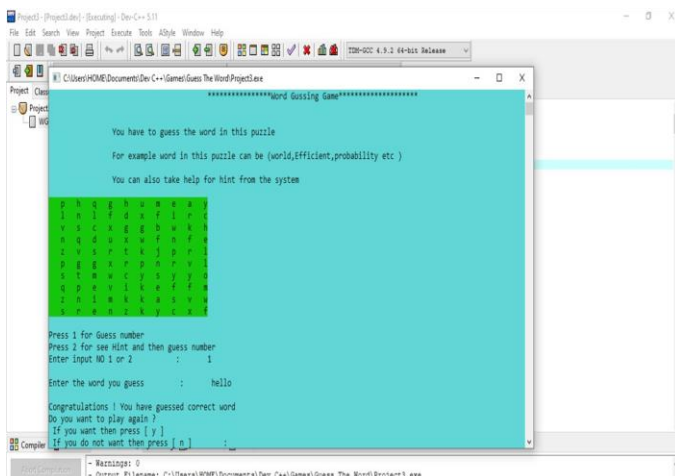
//Setting user name and the level that player wants to play
void play() {
    system("cls");
    system("color 80");
    char Name[255];
    cout<<"Enter Username : ";
    cin>>Name;
    cout<<endl<<" Hi " <<Name<<"....."<<endl;
    cout<<"
    WELCOME TO THE WORD GUESSING GAME"<<endl;
    cout<<"
    *****"<<endl;

    cout<<"
    1.Easy - press NUMBER 1\n\n";
    cout<<"
    2.Medium - press NUMBER 2\n\n";
    cout<<"
    3.Hard - press NUMBER 3\n\n\n";
    cout<<"
    Choose a level : " ;

    cin>>level;
    playSound_2();
    cout<<endl<<"Press any key to continue " <<endl;
    getch();
}
  
```

Pic. 4.1

After choosing the level the game can be played. There is a console like this (pic. 5). If the task is difficult, we developed some hints for the player. You can get the number of the characters of the word as the hint. After that, you can guess the word.



```

*****Word Guessing Game*****

You have to guess the word in this puzzle

For example word in this puzzle can be (world,efficient,probability etc )

You can also take help for hint from the system

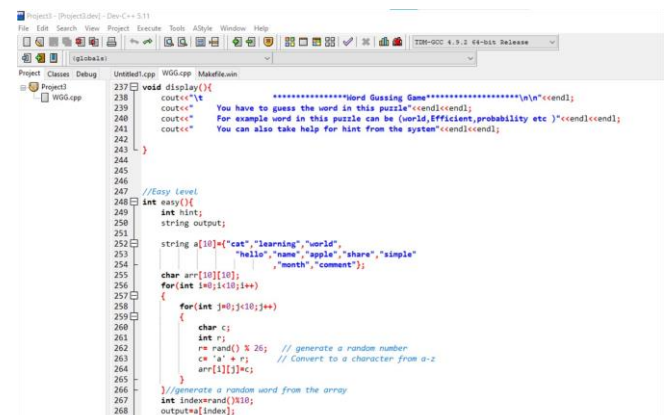
[Grid of 10x10 characters, mostly 'x's with some letters visible]

Press 1 for Guess number
Press 2 for see Hint and then guess number
Enter input NO 1 or 2 : 1

Enter the word you guess : hello

Congratulations ! You have guessed correct word
Do you want to play again ?
If you want then press [ y ]
If you do not want then press [ n ]
  
```

Pic. 5



```

void display() {
    cout<<"\n
    *****Word Guessing Game*****<<endl;
    cout<<"\n
    You have to guess the word in this puzzle"<<endl;
    cout<<"
    For example word in this puzzle can be (world,efficient,probability etc )" <<endl;
    cout<<"
    You can also take help for hint from the system"<<endl;
}

//Easy level
int easy() {
    int hint;
    string output;

    string a[10]={"cat","learning","world",
    "hello","name","apple","shore","simple",
    "month","comment"};

    char arr[10][10];
    for(int i=0;i<10;i++)
    {
        for(int j=0;j<10;j++)
        {
            char c;
            int r;
            r = rand() % 26; // generate a random number
            c = 'a' + r; // Convert to a character from a-z
            arr[i][j]=c;
        }
    }

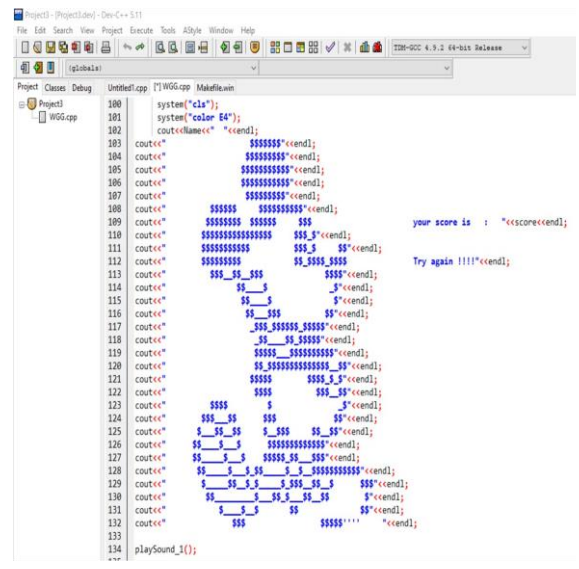
    //generate a random word from the array
    int index=rand()%10;
    output=arr[index];
}
  
```

Pic. 5.1

The game is wanted to play again press y and found more words, otherwise press n.



Pic. 6



Pic. 6.1

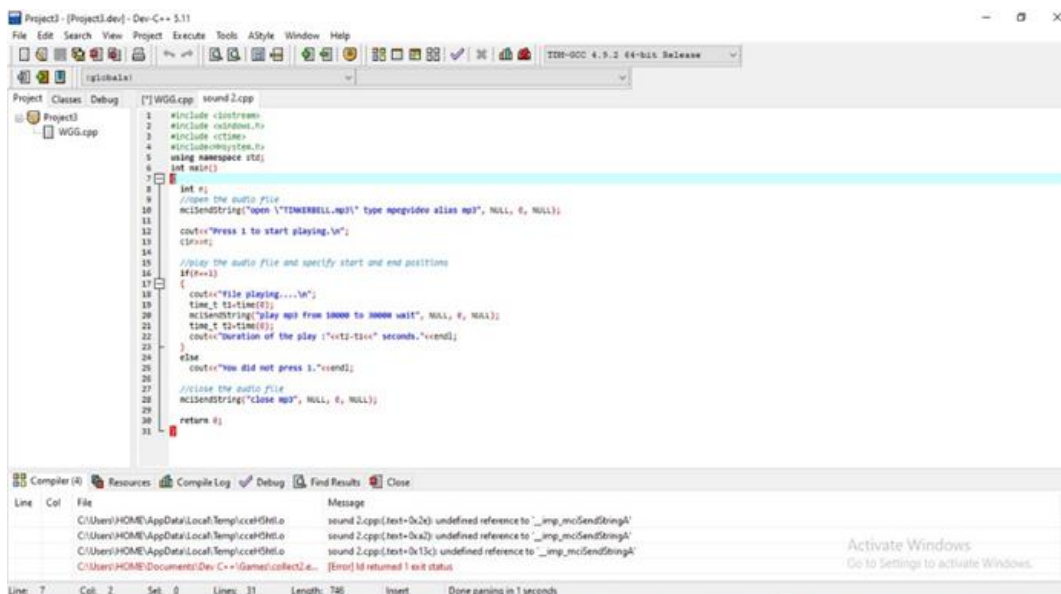
The same can be done for normal and hard parts as in the easy part.

Problems / Changers

First, we started to code the game as a console game. But when we do like that, we were unable to add graphics for the game. Then we included the header file. But that header file did not support images.

When inserting audio file

First, we try to insert MP3 file as the background music to our game. Then we found an error related to MP3 file because we unable to insert the related library file.



Pic. 7

So, we decide to insert wave file as a solution for this.

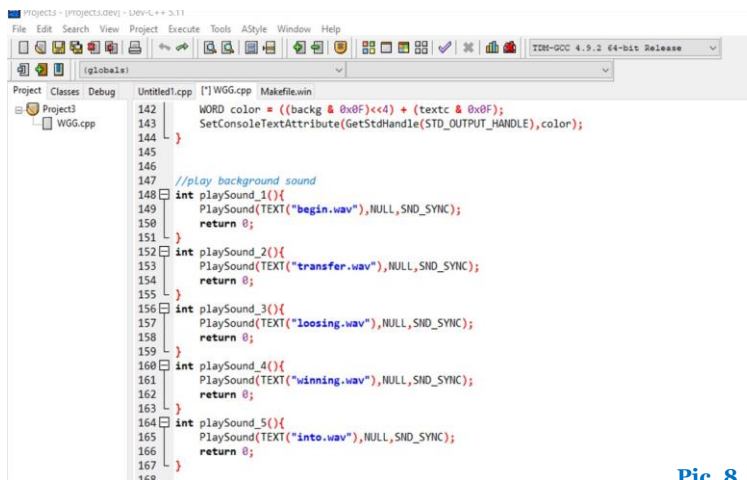
We rearrange the codes and make as a project and follow the steps given below.

- 1.Create the project
- 2.Insert wave files from bellow method

Project → Project options → parameters → type “-lwinmm” →ok

What we have done different

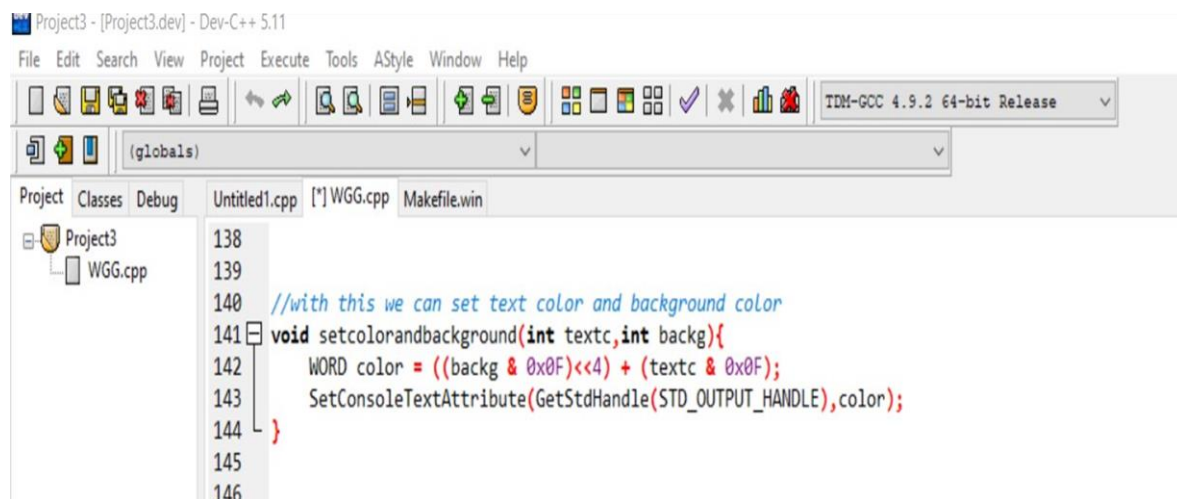
➤ Audio files



```
142 WORD color = ((backg & 0x0F)<<4) + (textc & 0x0F);
143 SetConsoleTextAttribute(GetStdHandle(STD_OUTPUT_HANDLE),color);
144 }
145
146
147 //play background sound
148 int playSound_1(){
149     PlaySound(TEXT("begin.wav"),NULL,SND_SYNC);
150     return 0;
151 }
152 int playSound_2(){
153     PlaySound(TEXT("transfer.wav"),NULL,SND_SYNC);
154     return 0;
155 }
156 int playSound_3(){
157     PlaySound(TEXT("loosing.wav"),NULL,SND_SYNC);
158     return 0;
159 }
160 int playSound_4(){
161     PlaySound(TEXT("winning.wav"),NULL,SND_SYNC);
162     return 0;
163 }
164 int playSound_5(){
165     PlaySound(TEXT("into.wav"),NULL,SND_SYNC);
166     return 0;
167 }
```

Pic. 8

- Header files
- Change background colours and text colours



```
138
139
140 //with this we can set text color and background color
141 void setcolorandbackground(int textc,int backg){
142     WORD color = ((backg & 0x0F)<<4) + (textc & 0x0F);
143     SetConsoleTextAttribute(GetStdHandle(STD_OUTPUT_HANDLE),color);
144 }
145
146
```


Group members



1. IM/2019/045 :- W. W. A. D. R. Fernando
2. IM/2019/060 :- R. M. S. Ranapana
3. IM/2019/090 :- K. M. H. N. Aththanayaka
4. IM/2019/099 :- W. T. N. Sooriyabandara