ABSTRACT

With great joy and expectations, we present this project report on "What's the good word" and put before readers some useful information regarding our project. We have made an honest attempt and taken every care to present this matter in precise and compact form, the language being as simple as possible. We are sure that the information contained in this volume would certainly prove useful for better insight in the scope and dimension of this project in its true perspective.

The Corona pandemic has forced us all to stay at home. Children, students, professionals, and home makers often get bored sitting at home. Here, we thought of creating a game that will entertain everyone by learning new words. We have tried to combine both entertainment and education through this project. In this game, we are providing jumbled word guessing and finding a word from a grid at present.

We believe that this game has a potential of expanding its scope by being comprehensive and interesting to its users. The task of completion of the project though being difficult, we could make it quite simple, interesting and successful due to deep involvement and complete dedication of our group members.

TABLE OF CONTENTS

LIST OF ABBREVIATIONS

ABBREVIATION	ILLUSTRATION
IDE	Integrated Development Environment
IP	Internet Protocol
CSS	Cascading Style Sheets
HTML	Hypertext Markup Language

Chapter 1

INTRODUCTION

What's the good word!! It is a word guessing game.

Now-a-days, Children and Adults use mobile games, watch online movies & series or simply do nothing as means of leisure and entertainment, which doesn't really help them or add any value to their knowledge. We have tried to combine both entertainment and knowledge through this game. We want our game players to acquire more information, make them think, while playing this game. This game shall prove useful in increasing their vocabulary and refreshing minds.

Keeping this in mind, we developed a word game / solution which is simple, interesting and user friendly at the same time. While playing this game we want to provide information about some industrial words which shall enhance their information and communication skills.

In this project, we are providing jumbled word guessing, find the word from word grid as two gaming options.

1.1 OVERVIEW

We have created a web based online game. There are both, two player or a single player game option.

The jumbled words game is a two-player game which provides the user four word guessing scenarios to play. The players have to choose to guess formal, informal, public speaking or any random type of words, which will give the user choice about which scenario does he want to play. The first player guessing the 3 words correctly shall be the winner.

Find the word game is a single player game in which the user needs to identify the hidden words from the grid of words. The player shall have to select five words correctly from the grid to win the game.

1.2 **MOTIVATION**

During formal communication, informal communication and public speaking, people may face the problem that they don't have sufficient dictions to communicate. Either they shy away from talking or they talk in plain language, which may not appear to be impressive.

Through this project people can easily know certain words in an easy manner. On guessing a word, our program software provides meanings of the guessed word and application/use of that word in a sentence. The program provides the correct word and its application in a sentence even when the guess is incorrect.

Thus, one can learn new words, their meanings and its use in sentences with this game. Players get to study in a different way while playing this game.

1.3 **GOALS AND OBJECTIVES**

Our goal is to make users aware of words which eventually will help them to communicate and connect with each other. The project is aimed to increase their knowledge and vocabulary of words. It will introduce a new way of gaming and prove useful in improving spoken English, which is an added advantage. This project shall be very helpful to children, students and adults etc. who know English as a language of communication and as a literature.

Chapter 2
LITERATURE SURVEY

INTRODUCTION TO Computer Science Using PYTHON

-by CHARLES DIERBACH

HTML 5 and CSS 3

-by ELIZABETH CASTRO AND BRUCE HYSLOP

How to Solve it by Computer

-by R. G. DROMEY

A TEXTBOOK OF COMPUTER SCIENCE

-by PRAKASH KHANALE

COMPUTER SCIENCE

-by NIKITA PUBLICATIONS

Chapter 3
PROBLEM STATEMENT AND SCOPE

3.1 PROBLEM STATEMENT

Language always has been a very important means of communication. Using correct phrases, words, and diction helps you to effectively convey your thoughts and ideas. We all know that English is a global language of communication. This language is spoken and understood across 2/3rd of the globe.

Communicating effectively helps you to share your message, feelings and opinion. People often find it difficult to choose/use the right words for the right scenarios. Using the wrong word at wrong scenarios will lead miscommunication and spoils the character.

3.2 SCOPE

This game is meant for anyone and everyone who knows English as a language of communication and literature. It is very user friendly and can be played in a two-player or a single player mode. The players are given varied options/scenarios to guess a word from. These are real life scenarios that has the most likely words for that specific type of scenario. words which we all should use in our daily communication.

Chapter 4

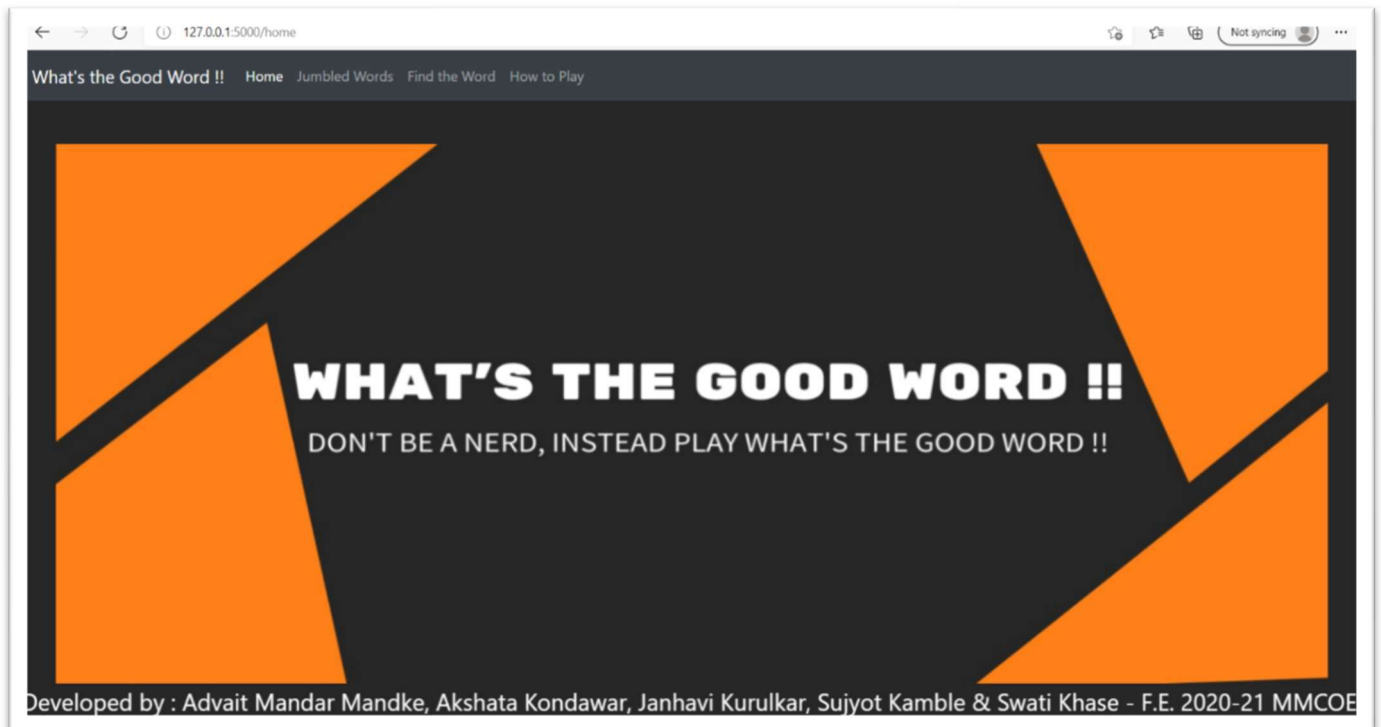## SYSTEM DESIGN AND ARCHITECTURE

Figure no.8

4.1 BLOCK DIAGRAM
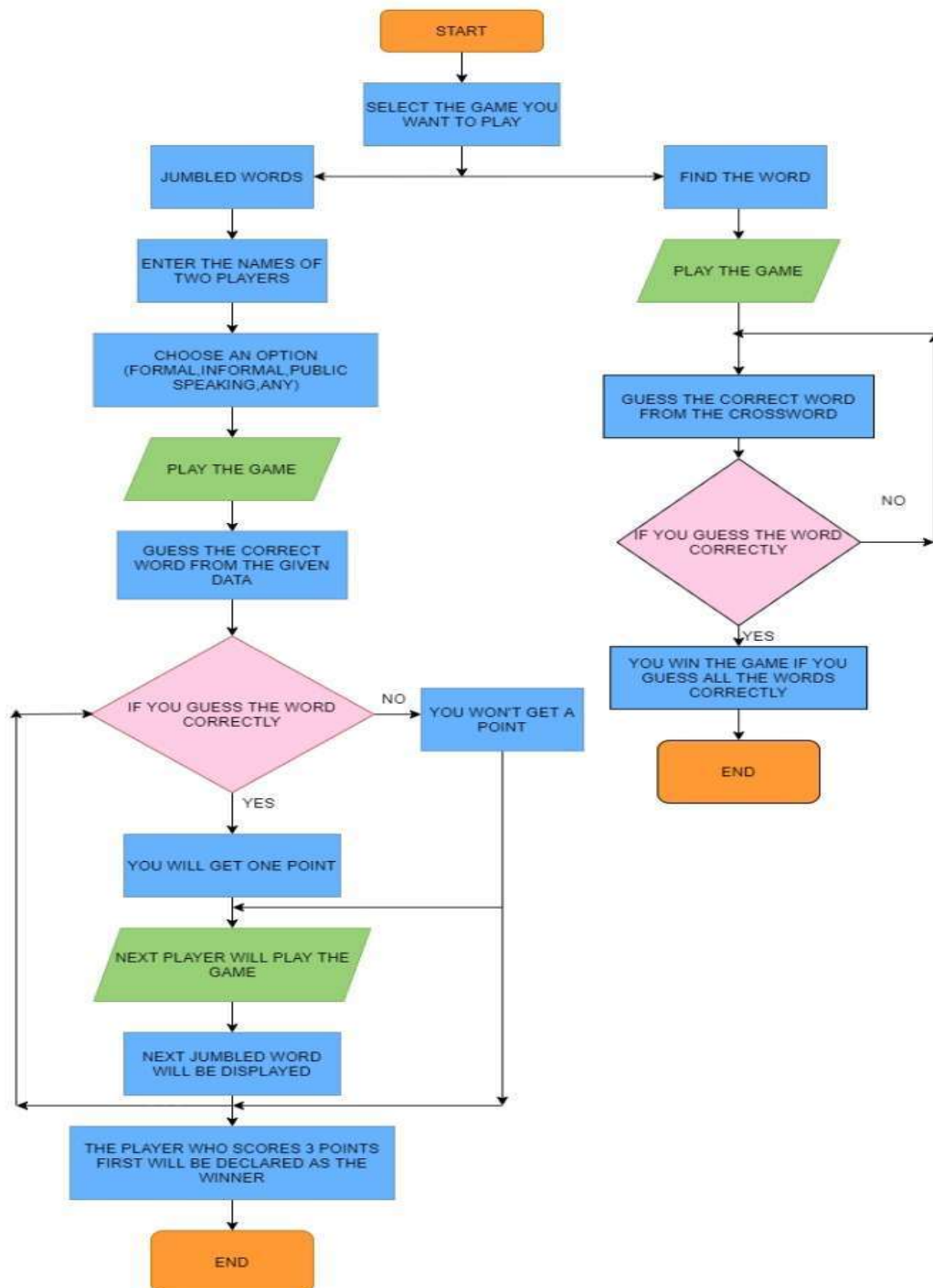
4.2 WORKING

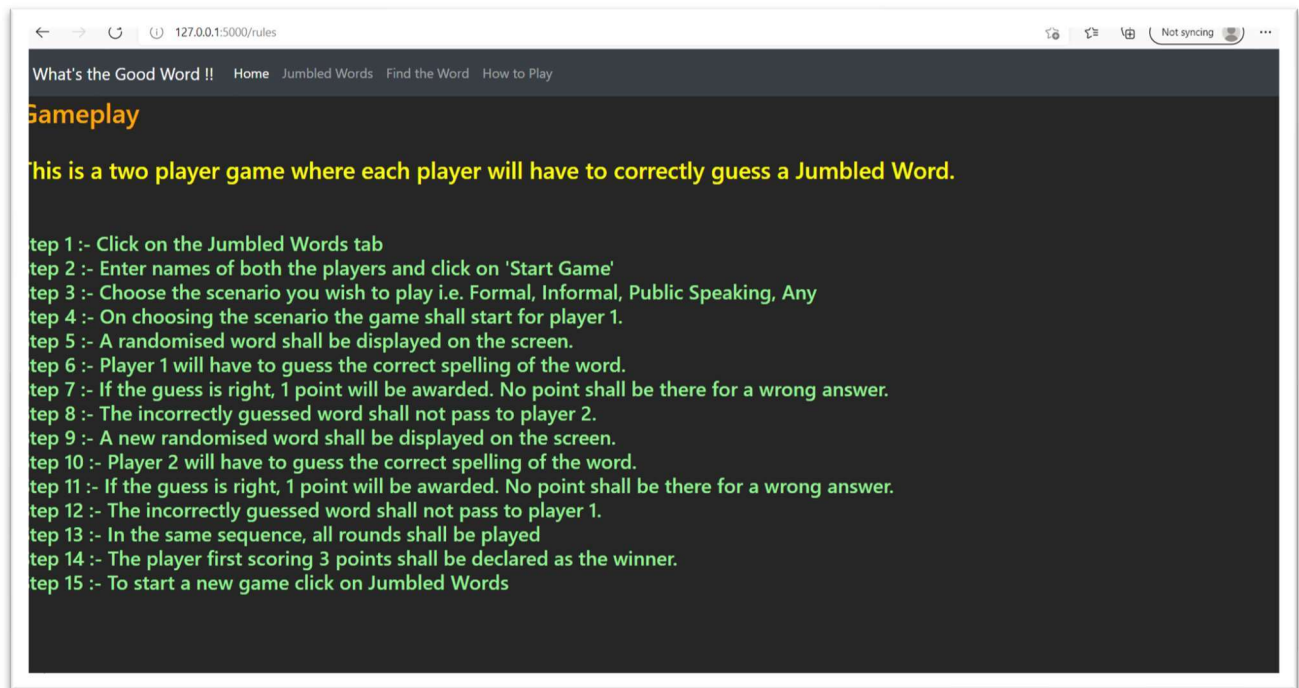1. This is the home page of the game.

Image No.1

2. The highlighted tabs will redirect the player to the respective games, viz. Jumbled Words and Find the Word. The How to Play tab shall display the rules to play the relevant game.
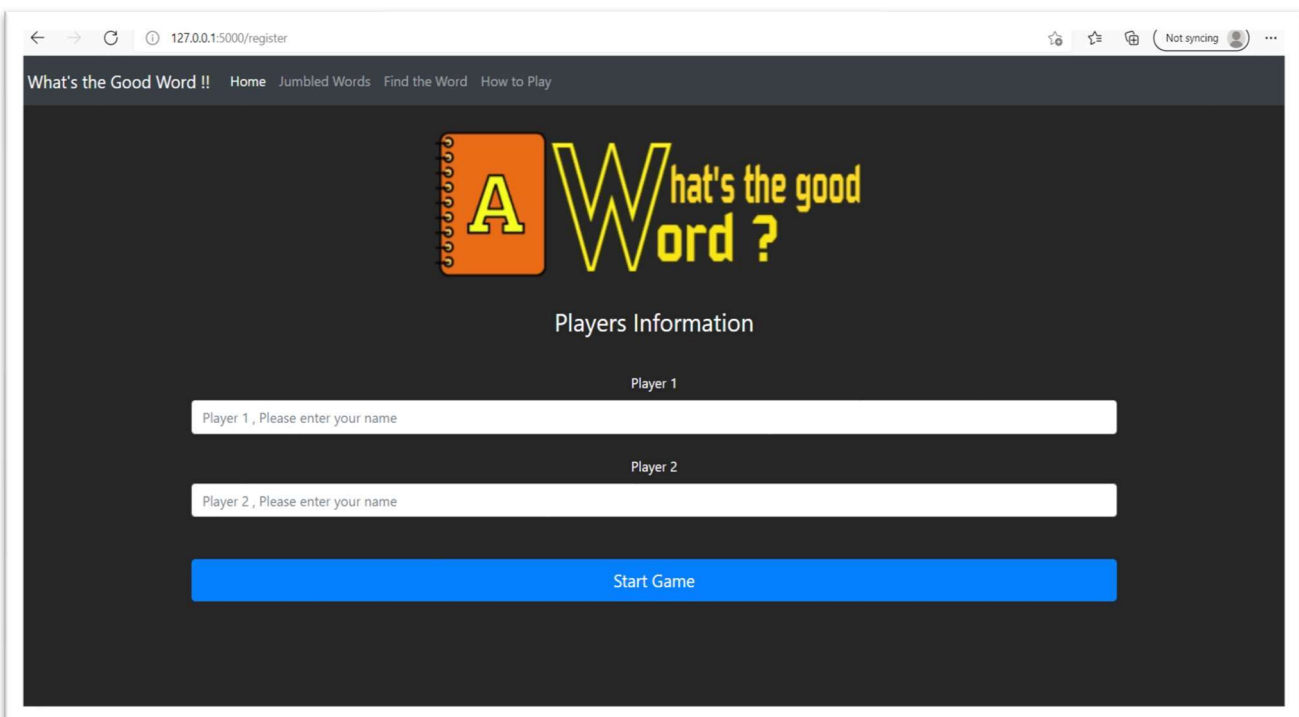
Image No.2

These are the rules to play Jumbled Words game available on clicking on How to Play tab

Image No.3

When you click on 'Jumbled Words' tab, you will be redirected to this page which is the registration page where you need to enter the names of both the players and then click on Start Game button

Image No.4

The next page will offer you scenarios you want to play with i.e., the type of words you want to guess. You can choose any of the four available scenarios.
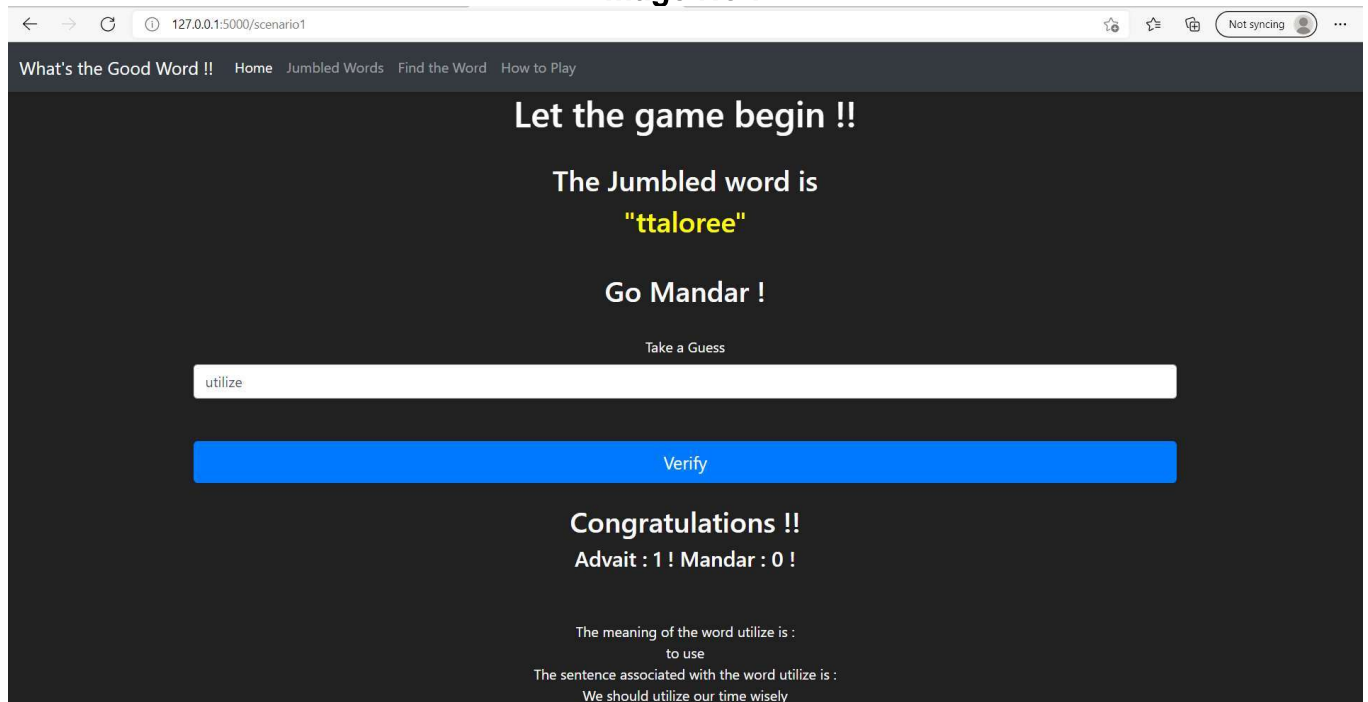
Image No.5
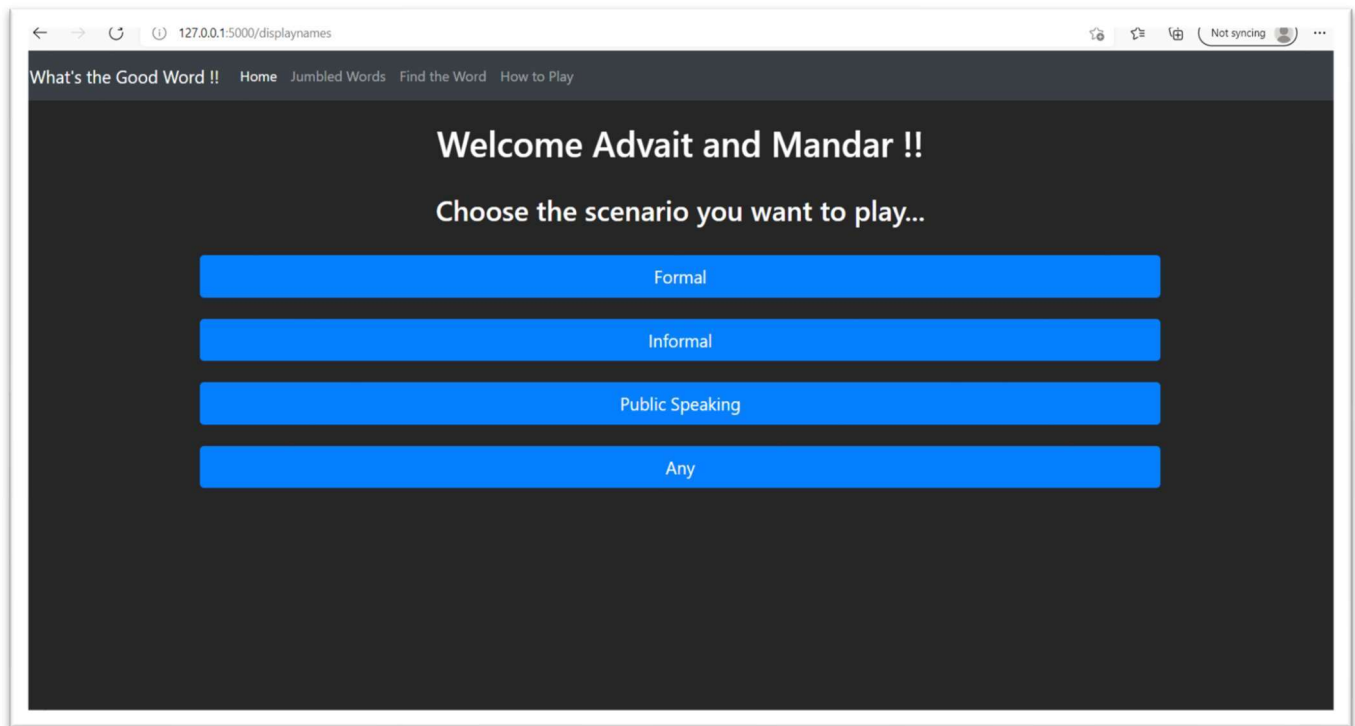
This is an example of formal words scenario where the jumbled word is appearing in yellow. Now the first player needs to enter his answer and click on the verify button. Under the verify button there is a live score counter which will increase accordingly if the player guesses the correct word.

Image No.6
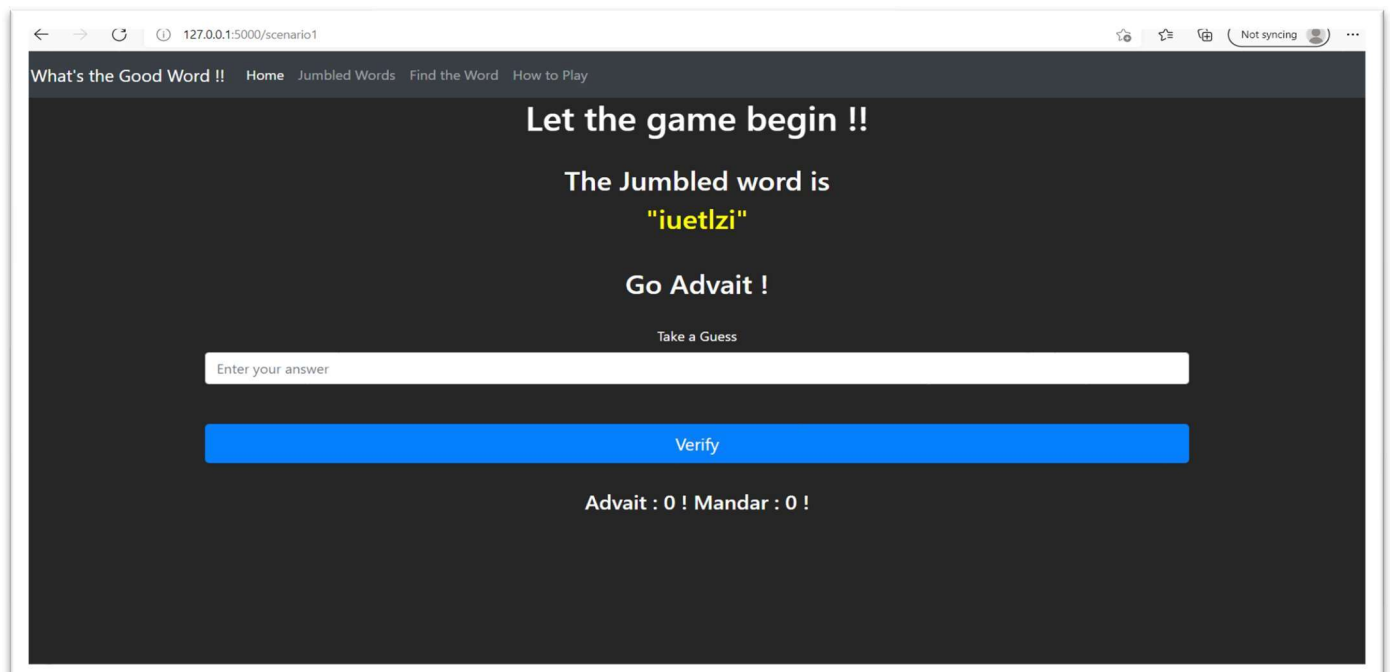
This is the case where the first player has guessed the word correctly. So, now the counter has incremented to 1 for player 1. Below the counter the meaning of the word is displayed along with its associated sentence. Now it is the second player's turn to guess the word by the same process.
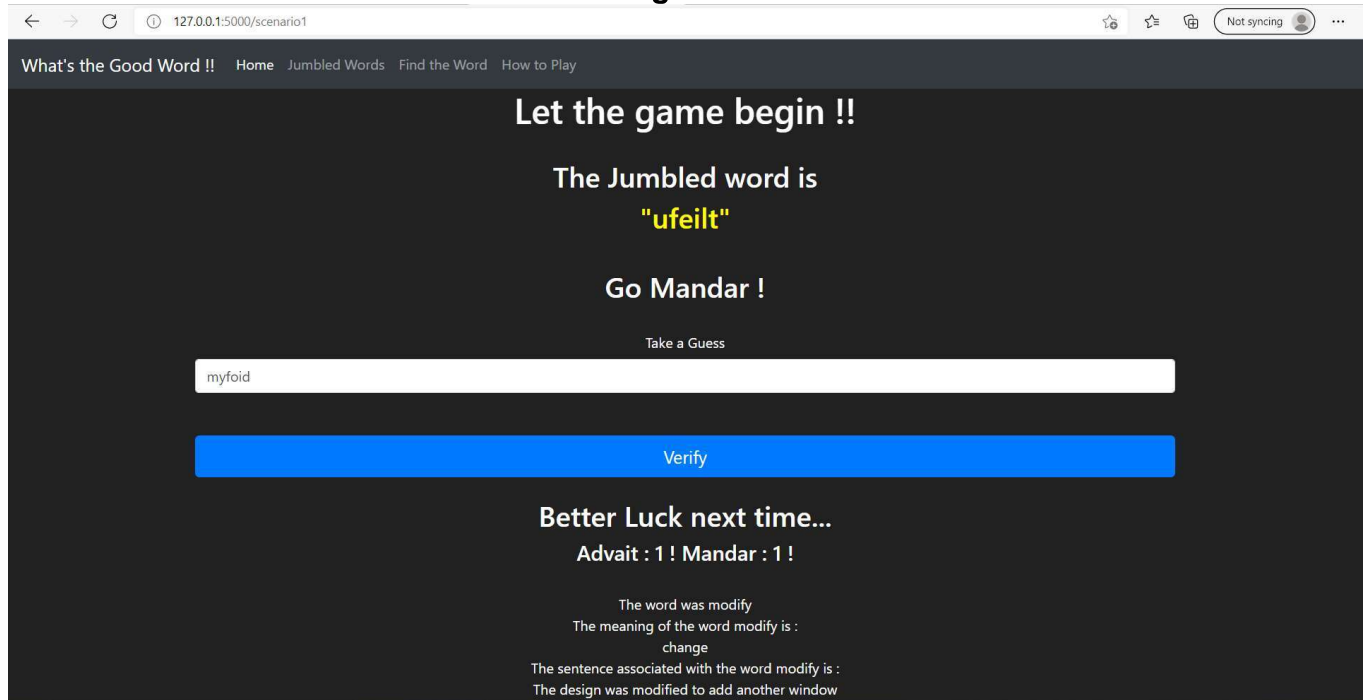
Image No.7

This is the case wherein the second player has also guessed the correct word and now the turn again passes to player 1.
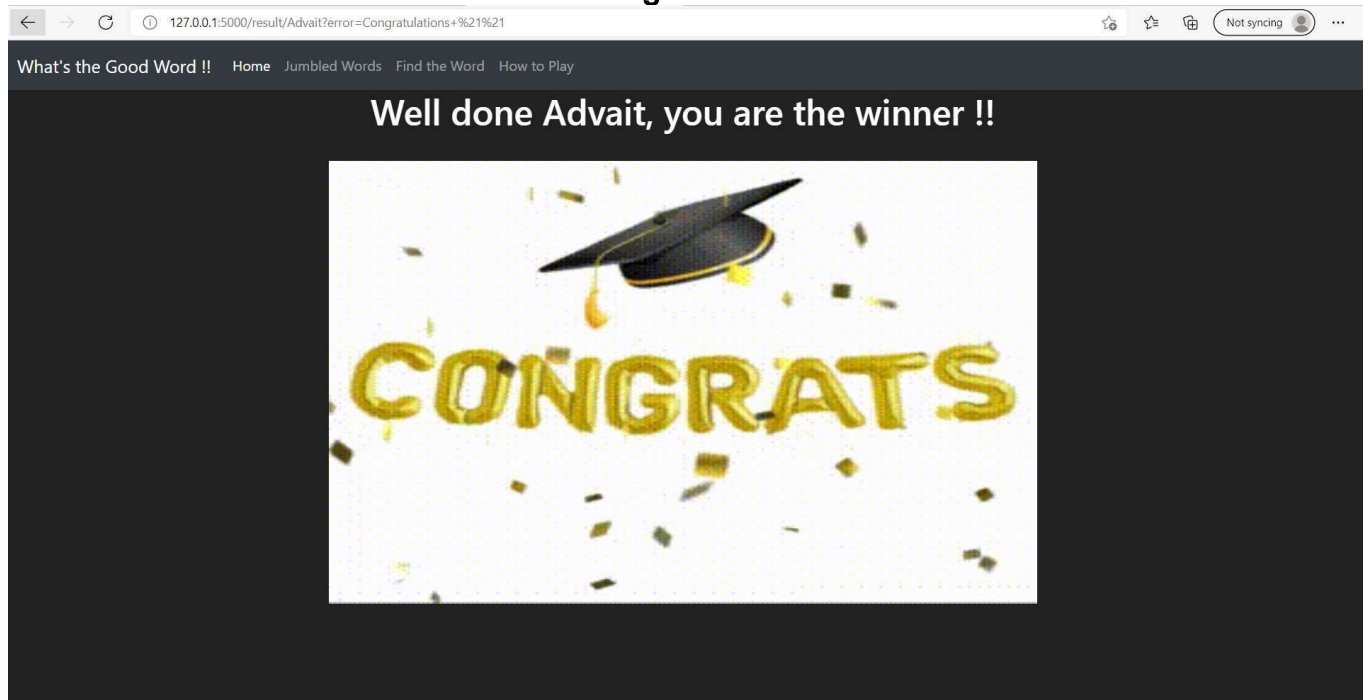
Image No.8
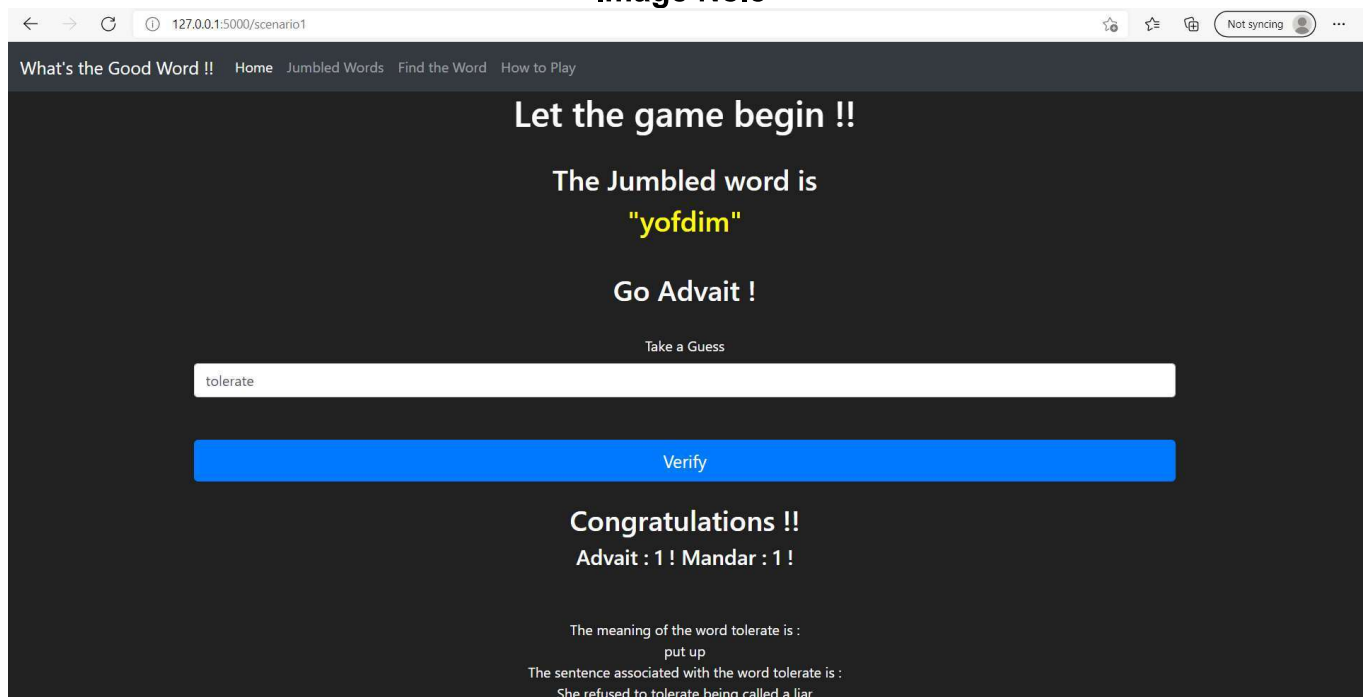
Here the first player has guessed a wrong word. His score is not incremented and below that the correct word is displayed along with its meaning and associated sentence. Now the second player gets a new word and this cycle goes on till any of the players guess three words correctly.
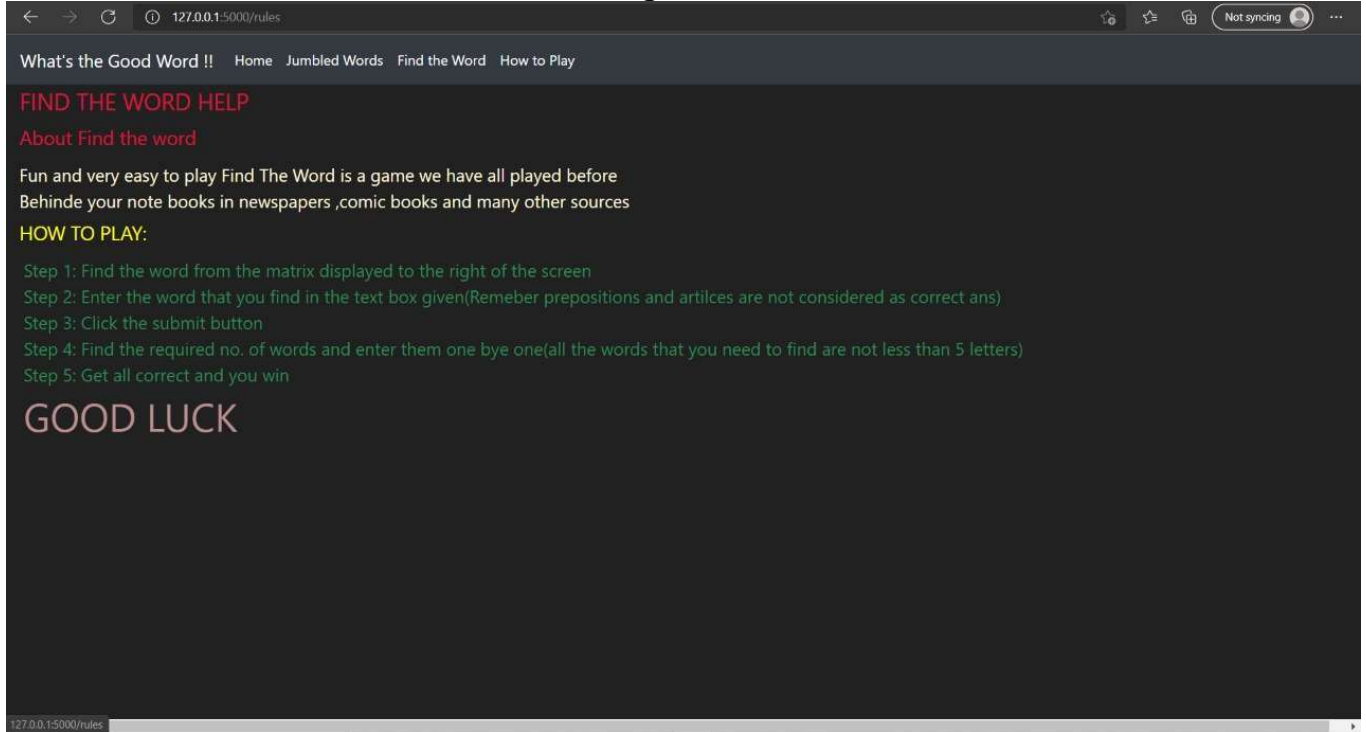
Image No.9

This is the case wherein player 1 has guessed 3 words correctly first so he has won the game!!
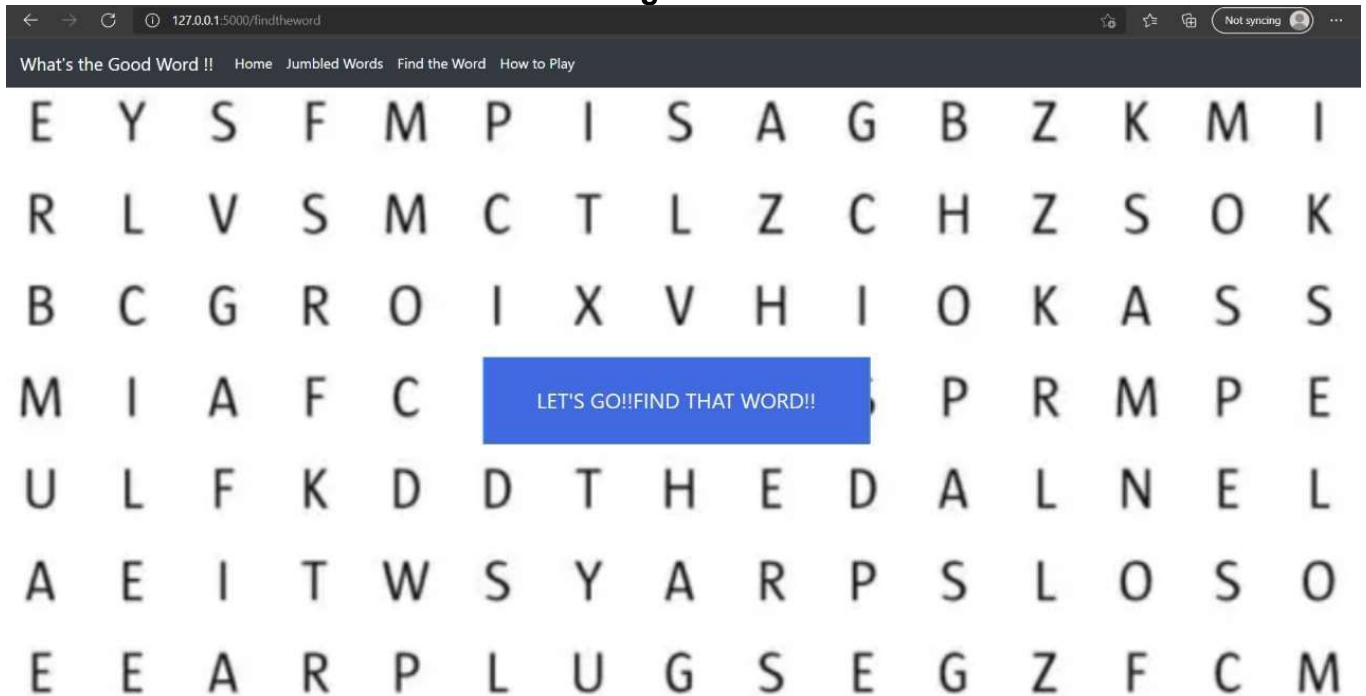
Image No.10

These are the rules for Find the Word game
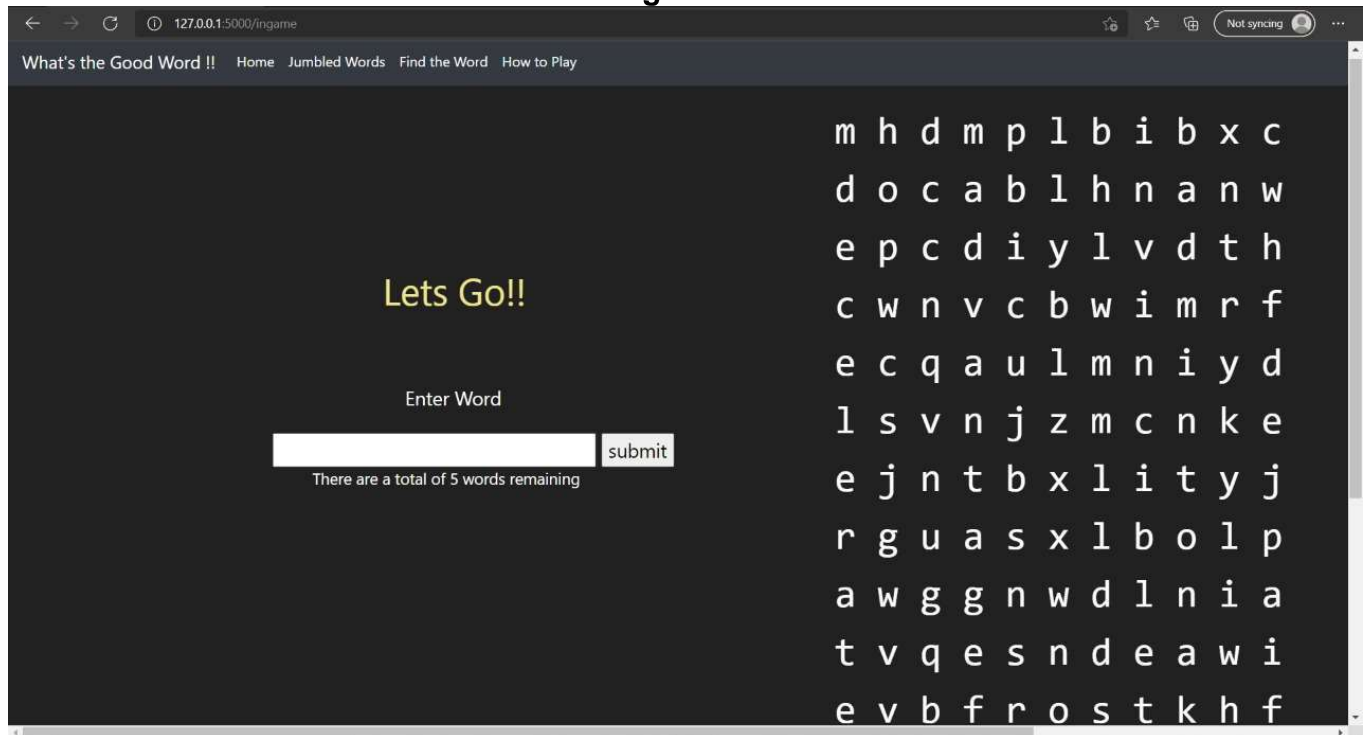
Image No.11

Once you click on 'Find the Word' tab you will be redirected to this page and you will need to click on the blue button in order to proceed.

Image No.12

Then you will be redirected to this page where an algorithm generated word grid is displayed from which you will have to find the words which may be placed horizontally, vertically or diagonally and enter the first word.

Image No.13

If you guess the right word the program will verify it by saying "Good Job!!" and now you will have to keep entering the words until you guess all the five words correctly

Image No.14
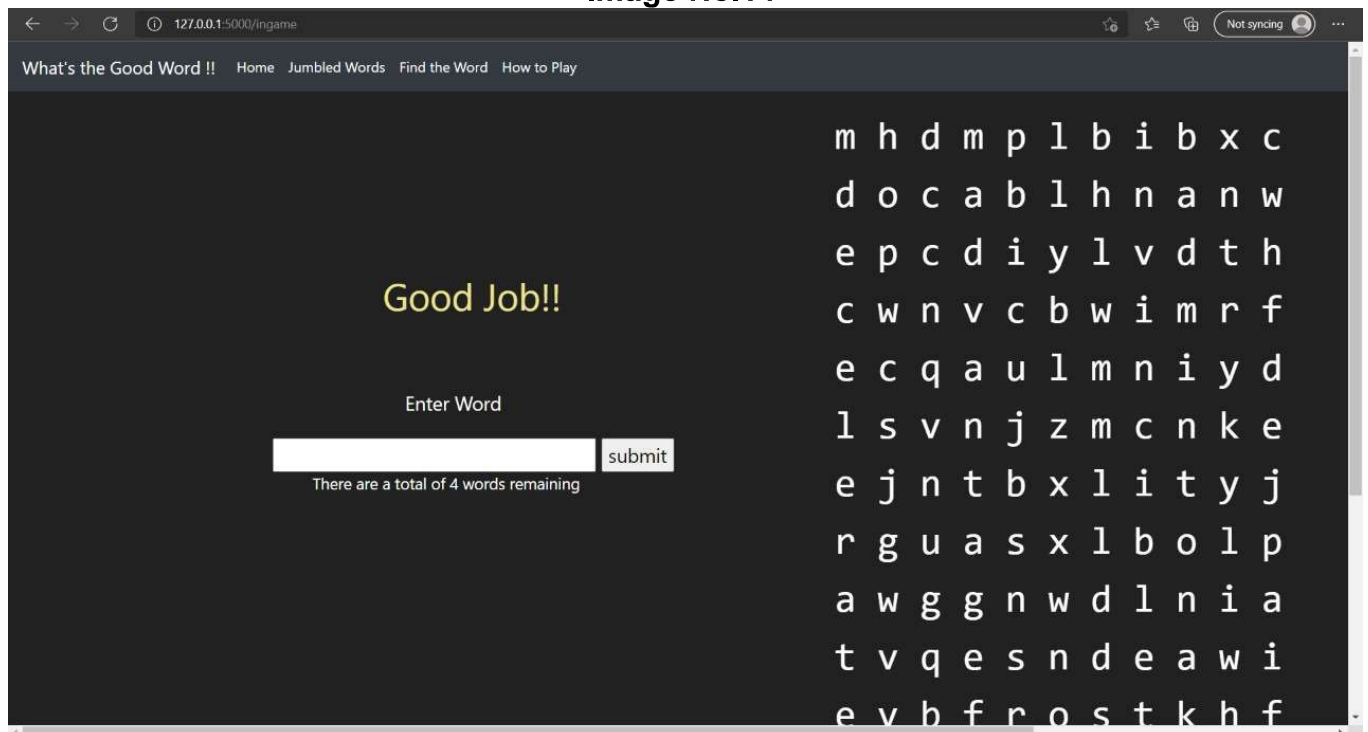
In case you guess an incorrect word, the program will show you "Try Again!" message

Image No.15
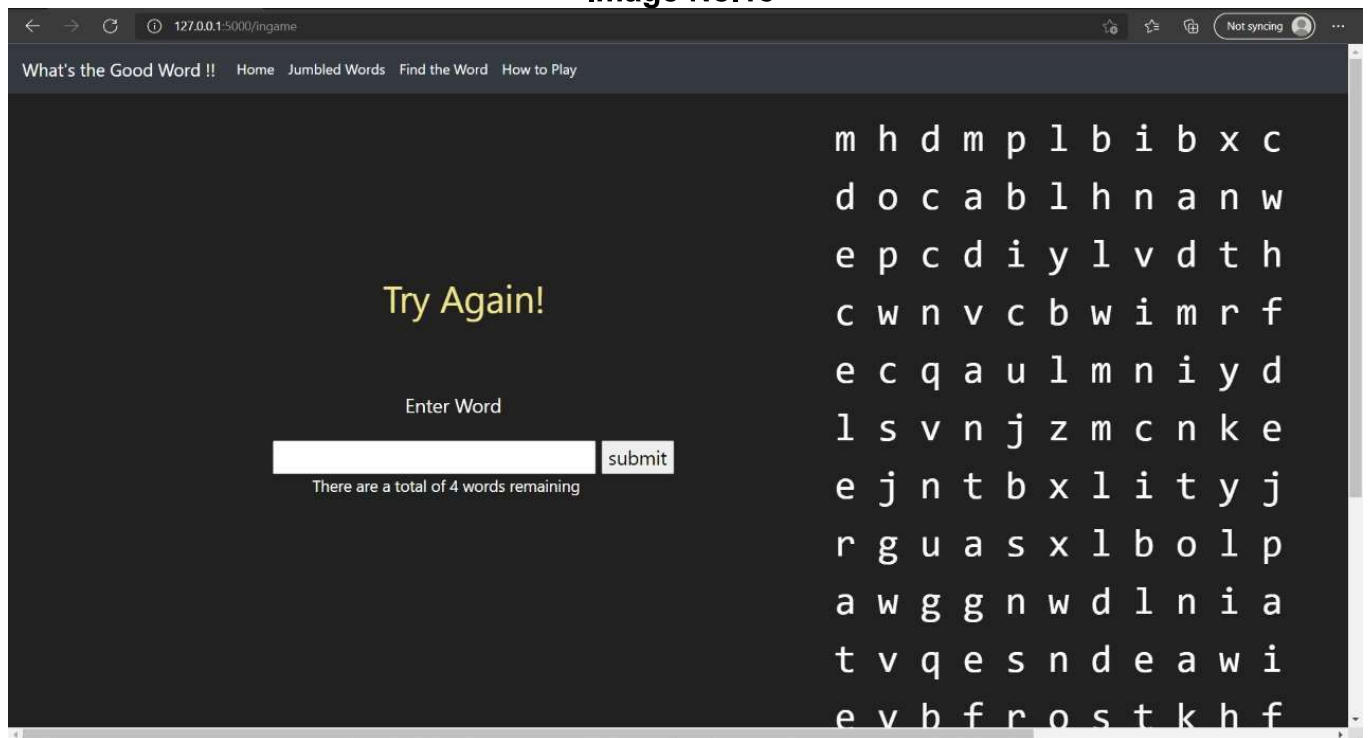
On guessing all the five word correctly you will be declared as the winner

Image No.16

4.3 TOOLS AND TECHNOLOGIES USED:

- ➢ PYCHARM AND VISUAL STUDIO IDE FOR CODE DEVELOPMENT
- ➢ FLASK
- ➢ HTML
- ➢ BOOTSTRAP
- ➢ CSS
- ➢ PYTHON LIBRARIES

Chapter 5
RESULTS AND DISCUSSION

5.1 Learning outcomes

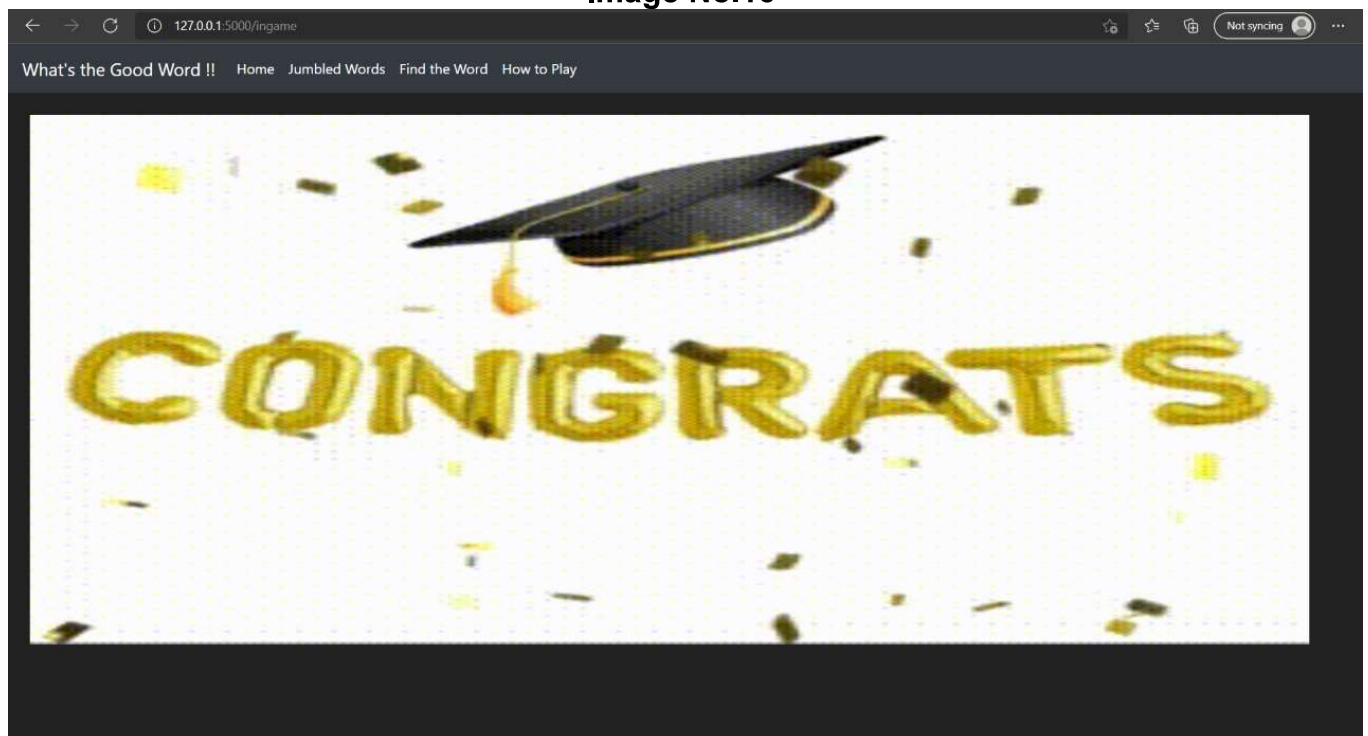*1.* **Learning Project Management:**

Use a project management board even one used primarily by professionals thathelp us to manage team projects.

2. **Growing more empathetic:**

Begin project-planning with a specific evidence with a specific and expressingconcern.

3. **Becoming system-thinkers:**

Use concept –mapping before, during and after the project is completed.

4. **Becoming explorers:**

Design projects that require students to combine both the physical and digitalpresence and physical and digital behaviors.

5. **Learn to take creative risks:**

This helps us to brainstorm the opportunities for creative risk-taking at thebeginning of project.

6. **Making ready for creative economy:**

This project gave us the opportunity to use the specific gifts, skills and background in completing the project.

7. We have successfully made a website using a python code.

8. This code is integrated to front end program through FLASK which is an essential entity for code development in today's world.

9. The various python libraries will be learnt while making this code.

10. We will be able to develop a project using IDE in future too.

Chapter 6

ADVANTAGES AND DISADVANTAGES

10.1 ADVANTAGES:

➢ Fun learning.
➢ To know new words.
➢ A competitive experience as it is a two-player game.
➢ To enhance analytical ability.
➢ Helps in developing IQ.
➢ To improve spoken English language.
➢ This game cannot only prove to be useful in the pandemic but also it can be played in future with the same enthusiasm.

10.2 DISADVANTAGES:

➢ It requires internet connection

➢ It can be presently run on a stand-alone system having suitable IDE's

Chapter 7

APPLICATION

➤ This project has real life usage and application.
➤ The UI is very simple and easy to understand.
➤ This project shall be very helpful to children, students and adults etc. who know English as a language of communication and as a literature.
➤ Schools, colleges and another educational institutes can use this project to improve the dictions of their students.

Chapter 8

CONCLUSION

CONCLUSION:

The goal of this game is to make users aware of words which eventually will help them to communicate and connect with each other. The project is aimed to increase their knowledge and vocabulary of words. It will introduce a new way of gaming and prove useful in improving spoken English, which is an added advantage.

The project is successfully implemented with all the features mentioned earlier. In future we would like to take this project beyond best by adding what is necessary and demand of the time.

FUTURE WORK:

1. In future we would like to enhance our project by adding competitions.
2. We would also like to take the game to a global level by connecting people through having group quizzes.
3. Since it is people's game, we would also like to give the choice to user to add words in the respective scenarios.
4. This project can be implemented on a web server to improve its usability and functionality.

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https://www.w3schools.com/howto/howto_website_bootstrap.asp

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Oxford Dictionary