**Introduction**

**Our project will be a game of guessing words which will consist of different difficulty levels and it will be for the player/user to complete the word while some words will be shown.**

**Team Members**

* **Arsalan Fakhar Siddiqui (Developer)**
* **Ali (Designer)**

**Abstract**

**The user interface of the game will be based on Java Swing UI. At the beginning there will be option for user to Start new game or to resume game and will be asked to select a difficulty level. There would be 10 levels, each level be unlocked if desired number of stars (2 stars) are obtained. In each level there would be option for hint and going back to main panel.**