

# CCP Project Proposal

**Project Title: Hangman Game**

**Course: Programming Fundamentals**

**Team Members:**

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## Introduction

This project aims to create a Hangman game that applies programming fundamentals such as loops, functions, and data handling. The game will allow players to guess a hidden word within a limited number of attempts.

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## Problem Statement

Developing this game involves handling word selection, user input, game logic, and progress tracking while ensuring an interactive experience.

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## Objectives

- Build a working Hangman game.
  - Use arrays to store words.
  - Validate user input and track game progress.
  - Add win/loss messages and restart option.
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## Scope

The game will:

- Randomly select words from a list.
  - Show guessed letters and blanks for missing letters.
  - Limit attempts and track wrong guesses.
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## Methodology

- **Plan:** Define rules and features.
  - **Develop:** Code using C.
  - **Test:** Debug and improve.
  - **Document:** Write a project report.
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## Tools

- C Language
  - IDE: DevC ++
  - Documentation: Word
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## Expected Outcome

A functional Hangman game with interactive interface, correct logic, and replay options.