SCREEN LAYOUTS

FRONT PAGE

TITLE PAGE

WORD DEVIL

THE WORD DEVIL

WELCOME!!
Sp00ky the DEVIL is

WAITING for YOU!!

Press any key to Continue By Dejah and Harshini

It's ME! Sp00ky the DEVIL!!

MENU

```
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
>                   MENU                   >
>                   ~~~~                   >
>                                          >
>              1.RULES                      >
>              2.THEMES                     >
>              3.PLAY                        >
>              4.PROFILE                     >
>              5.EXIT                        >
>              CHOICE?? 1                   >
>                                          >
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

GAME RULES

```
              !!HOW TO PLAY
* Choose a Theme, before you start the game.

* Remember: It's your ONLY HINT to guess the devil.

* The ghosts are from all over — Books
  Cartoons, Movies, you name it!.
* Enter your guess, letter by letter.

* With each incorrect letter your Devil grows!

* Here's the catch: Spooky offers you only 3 lifelines!

* Guess the INFAMOUS devil, and you WIN!

          <<< BeSt oF luck! >>>

        || DoNt lEt YoUr DeVIL LiVe ||
```

THEMES
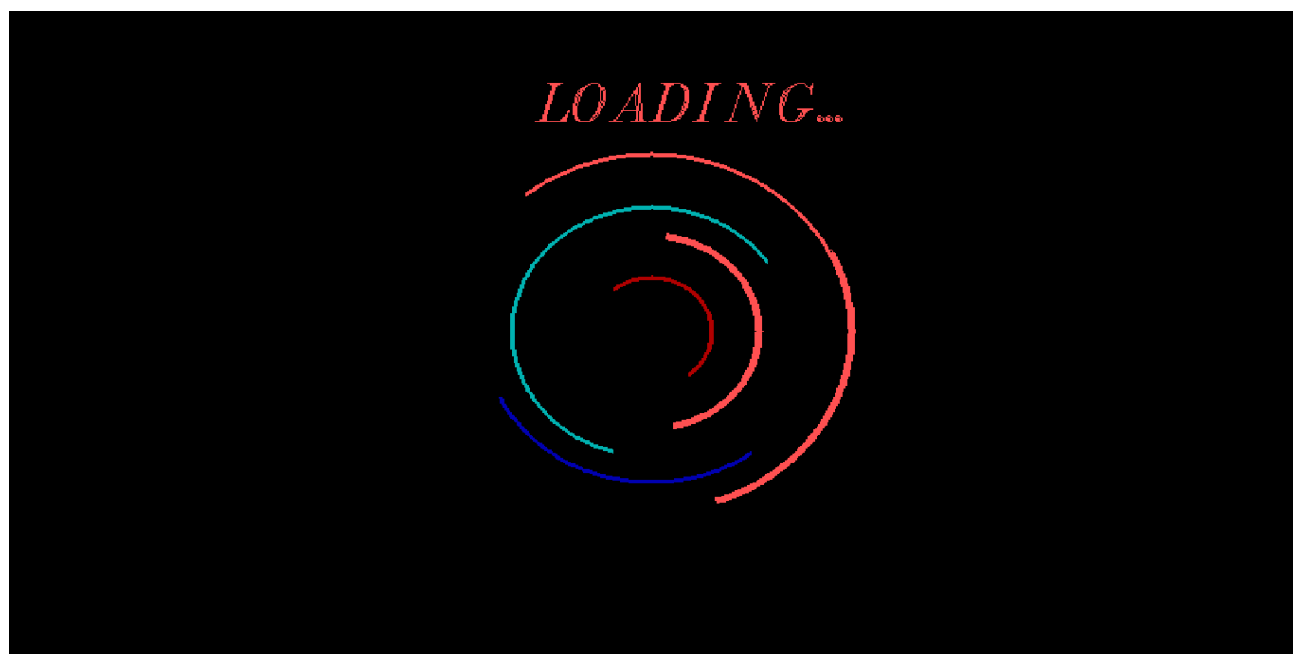

LOADING…

PROFILE


```
ENTER YOUR DETAILS:
NAME:  RUBY
ID:1022

USER CREATED SUCCESSFULLY!!
```
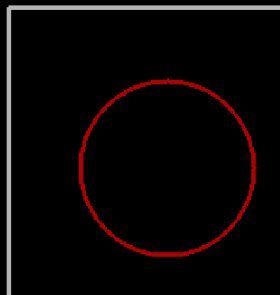
THE GAME


```
! WORD DEVIL !
                LEVEL 1
                  SCORE- 0    LIVES $$

                ******

        Your Letter?? e
HURRAY!
```
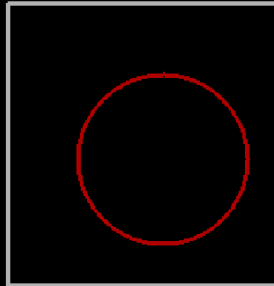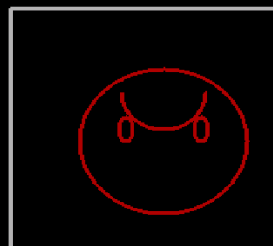
! WORD DEVIL !

LEVEL 1

SCORE- 30   LIVES $$

*EE*E*

Your Letter??

Oops!! Try Again
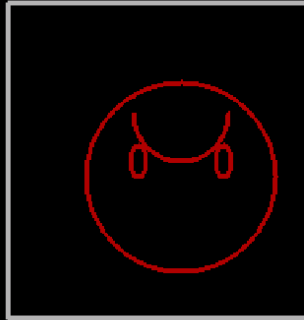

! WORD DEVIL !

LEVEL 2

SCORE- 150 LIVES $

CAS*E*

Your Letter??

HURRAY!

! WORD DEVIL !

LEVEL 3

SCORE- 230 LIVES $

*LOO** MAR*

Your Letter?? b

HURRAY!

REPORT

CONGRATULATIONS!!
Name: DIYA
ID: 1021
SCORE: 100

THE WORD -> GHOST RIDER

GAME OVER

THE WORD :- MOANING MYRTLE
Name: SCORE: ID:
DIYA   120   1021

CONCLUSION

The game "WORD DEVIL" runs successfully in the C++ language development platform. The salient features of the game are the support of object oriented programming language and menu driven approach.

This program is interactive and user friendly, where the user is prompted with options that pop on the screen.The program enables user to create a user name for them and allows them to choose the options from menu.

Also, the program uses the concept of file-handling so that the personal details of the users and their scores are stored and maintained.

The user is then opened to the unknown words where they are allowed to play the game that allows them to think and guess. The users must try hard to increase their score and earn their status in the hall of fame. The program is also a visual feast for the users as it is vibrant and full of graphics.

The process of error handling and message handling are dealt in the project so that the required validations are done and the prompt messages are given to the user. This would make the project user friendly.

BIBLIOGRAPHY:

❖ **https://en.wikipedia.org/wiki/C%2B%2B**

❖ **http://www.icbse.com/**

BOOKS

❖ **Sumita Arora (Class XII) Textbook**

❖ **Sumita Arora (Class XI) Textbook**

❖ **Together with C++**