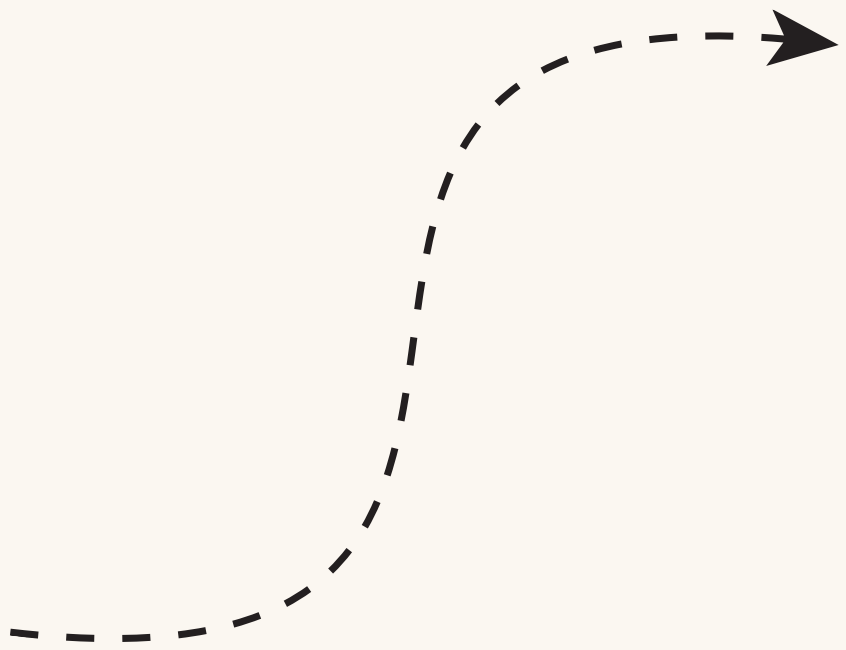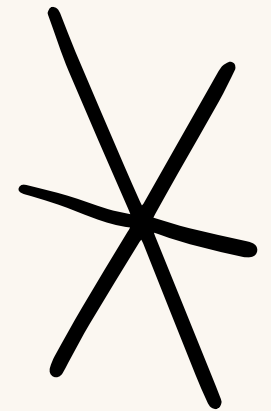By Fizza Tahir
BSAI24018

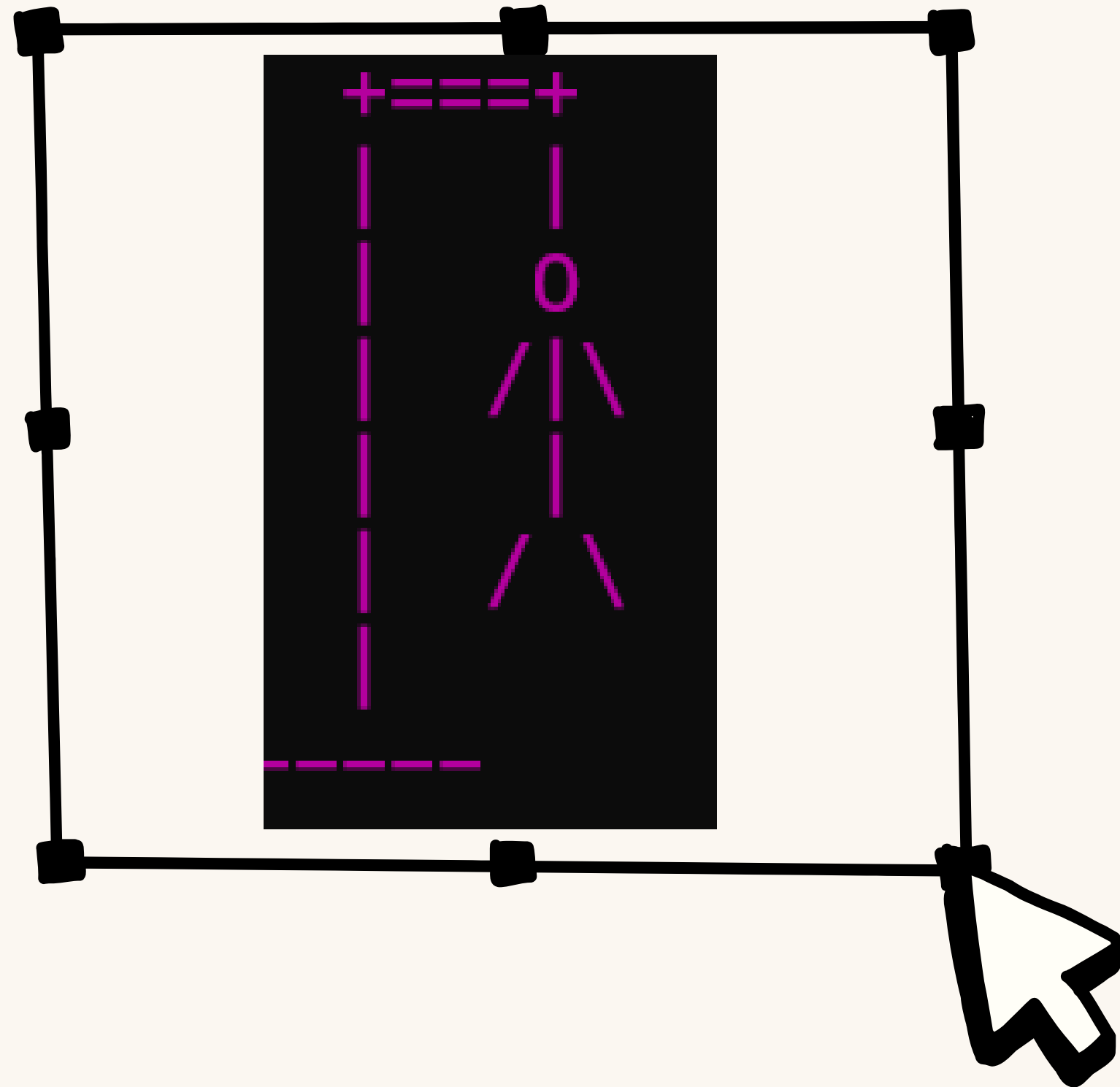# WORDNOOSE

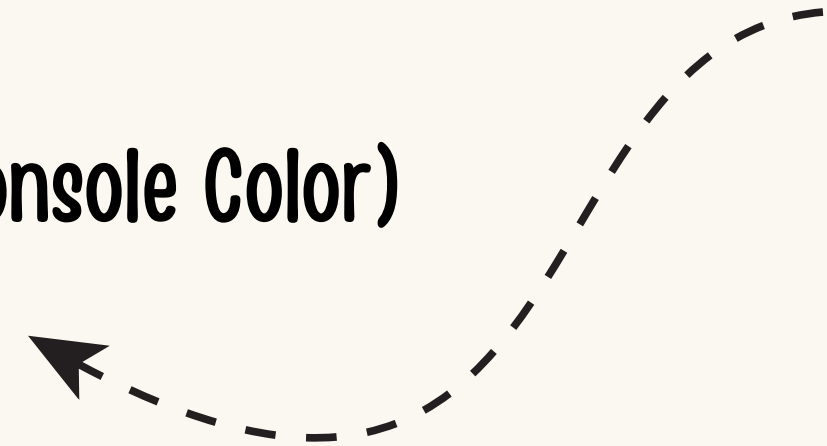## A HANGMAN GAME IN C++

Objective

- Guess letters to reveal a secret word
- Each wrong guess adds a body part to the hangman
- Goal is to guess the word before the hangman is fully drawn

Tools

- Windows Console
- Language C++
- #include <iostream> (Input/Output)
- #include <fstream> (File Handling)
- #include <cstdlib>, <ctime> (Random Word Picker)
- #include <windows.h> (Console Color)

Game Features

Menu Driven

Random Word Selection

Color Coded

Hints

Tracks available letters

Visual Hangman

Concepts USED

Functions

To Organize Code

Strings

Word Storage

Loops

To check letters, load words, and control game flow

Conditional

To manage Hangman Drawing

Arrays

Dynamic Word Storage

Random

To pick a word

WORDNOOSE Game - Programming Concepts Usage (%)
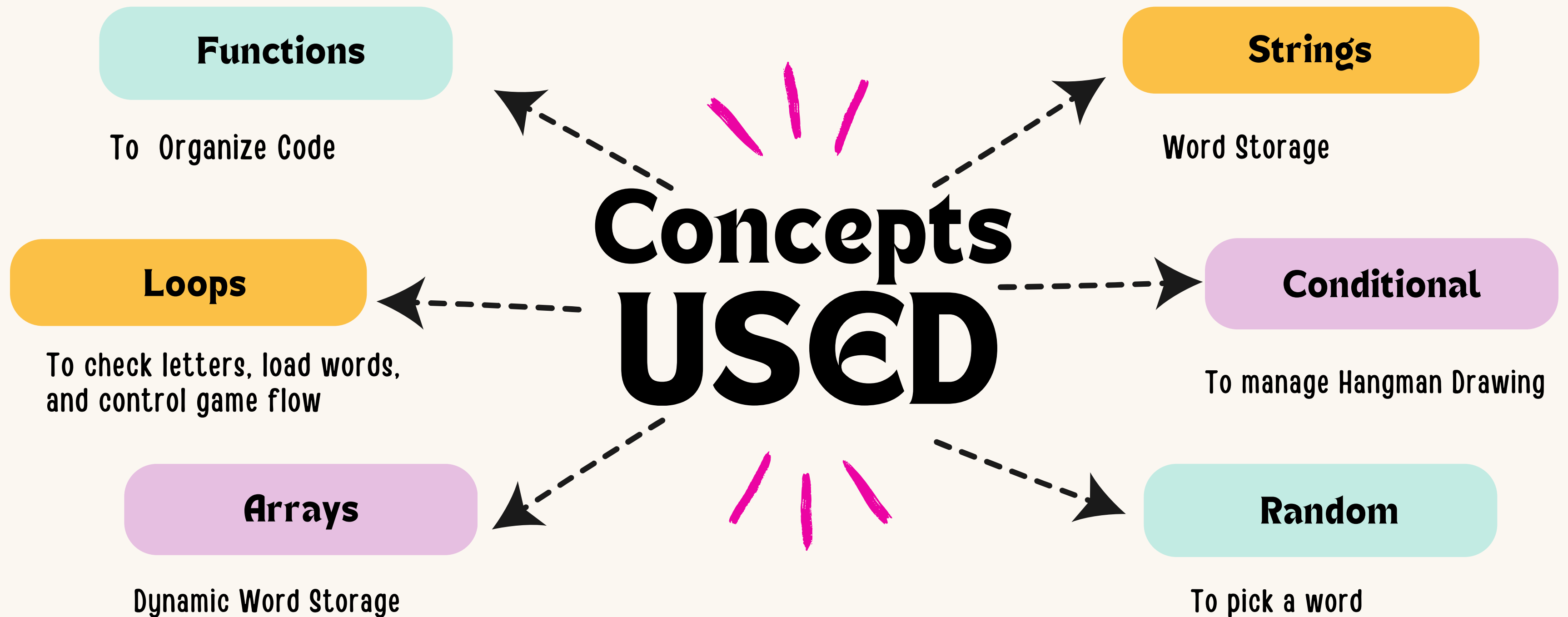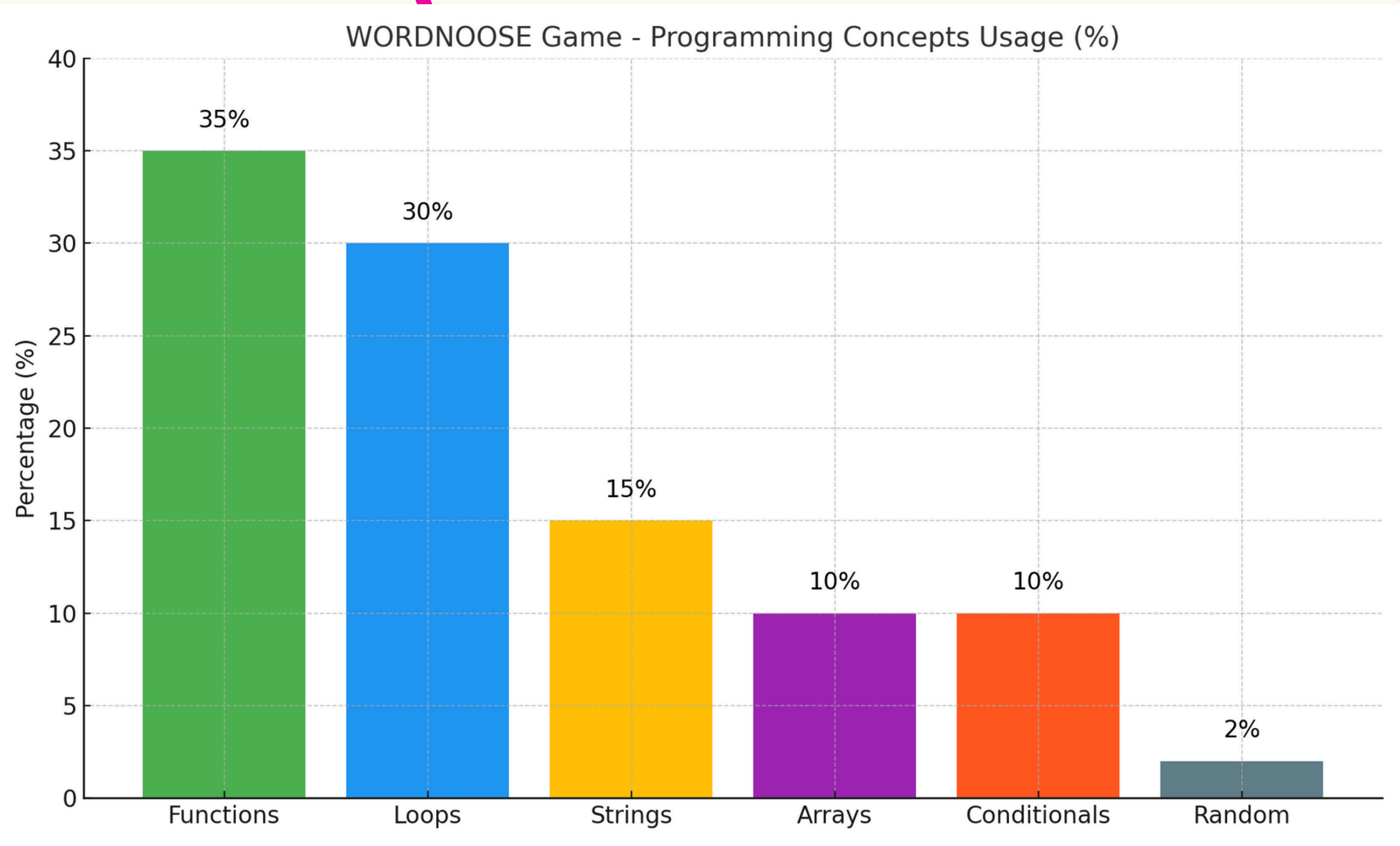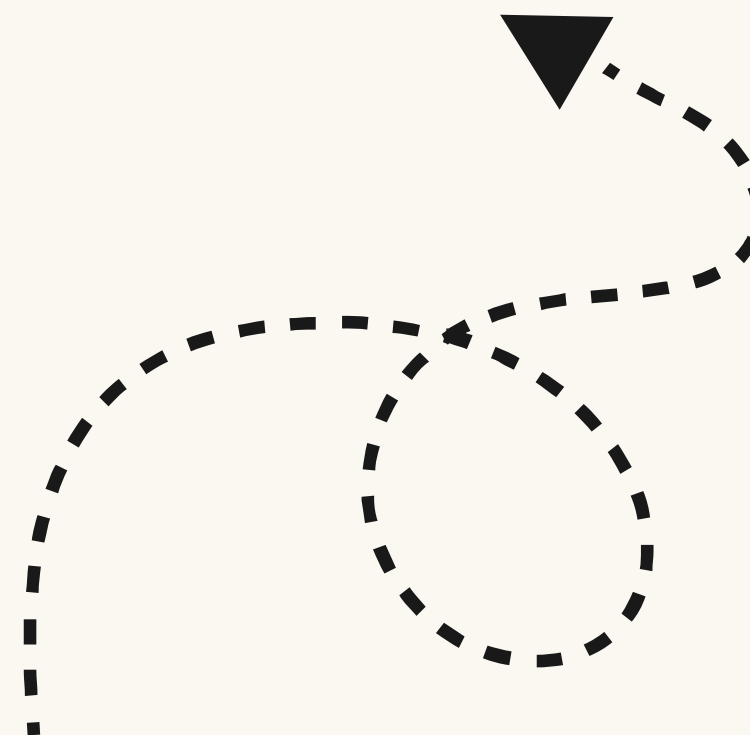
Challenges Faced

Handling Dynamic Word List

Preventing Repeated Guesses

Creating Visually Readable Hangman

CONSOLE OUTPUT

```
MAIN MENU:

1. Start Game
2. Instructions
3. Exit

Enter your choice (1-3):
```

```
GAME INSTRUCTIONS:

1. A random word will be chosen for you to guess.
2. You need to guess word letter by letter
3. Each wrong guess will add a part to hangman
4. You have 6 wrong guess attempts
5. Win by guessing all letters before the hangman is complete
6. Only enter single letters (A-Z)
7. All yellow letters are hint- given for free

Press any key to continue . . . |
```

CONSOLE OUTPUT

```
Hangman :
 +===+
 |   |
 |   |
 |   O
 |  /|\
 |
 |
 |
-----

Word : H _ _ S E

Hint : Letters in yellow are given as hint

------------------------------------------------------
AVAILABLE LETTERS
 A B - - E F - H I J K L M
 N O P Q R - T U - W X Y Z

------------------------------------------------------

Wrong guesses : 4 /6
Enter a letter : y
Wrong guess
Press any key to continue . . . |
```

Q/A'S