**HANGMAN GAME**

(IN PYCHARM)

**Introduction:**

Hangman game is game based on Artificial intelligence which is used by the machine. Once we feed the information into the database then it`s up to the machine to use the artificial intelligence and ask the questions by random choices.

Basically, Hangman game is the beginners level game to Sharpe the kids mind by asking quick and unique questions and to challenge them to solve these questions in limited time or maximum SEVEN tries otherwise u have failed to proceed to the next level.

**Description:**

In this section we described the game details and other important features of our project.

Levels:

There are total five levels of our game which are as:

1. FILL IN THE BLANKS.
2. GUESSING OBJECTS.
3. MATHEMATICAL QUESTIONS.
4. GUESSING PLACES.
5. MAZE

**Age Restrictions:**

There are no age restrictions for this game but it is preferred for the kids age between 4 to 16 years. So that their mind would become more sharper and stronger.

**Game Details:**

This game is consisting of Five basic levels.

**First level** is comprised of random choice words which is asked by the computer in terms of “Fill in the Blanks”. To fill up the blank every kid gets SEVEN TRIES to complete the word, in mean time if any kid failed to fill the blanks in first six tries then beside WORD there is a statue which is slowly going to the death mode and at last on SEVEN TRY if they pass then the game proceed to the next level otherwise statue will be hang up to the rope.

**Second level** is comprised of guessing the objects by adjusting their answer with given shapes to find out the correct answer. It is just an analytical reasoning type question. A phrase is given in term of question and a blank is also leave and some diagrams are shown in the choices and you have to select your answer from the diagrams as one of the choices. The selected right diagram has 80 to 90 % resemblance to the right answer.

**Third level** is comprised of mathematical operations. These are not as much tougher as the Math’s questions but simply comprise of ADD questions and some equation type questions. You have to be just careful or if you can know how to use the simple calculator. By using these gadgets, you may easily pass this level.

* Remember you have only Seven Chances to pass the first level, from there onwards any single mistake will make you out of the game, so in these remaining four levels you have only 1 chance to pass the level to remain alive in the game. In the remaining four levels we have decreased the choices to the minimum level because in every question there are four choices so that we guess there is no need to gave them any extra choices.

**Fourth level** is comprised of guessing the right place from the given options. In level 4, some important places pictures are shown to you and you have to pick the right one. You will only be succeeded if you have any interest in world geography. And I guess this level is one of the interesting levels that we have in this game.

**Fifth level** is just a MAZE. A maze map is shown in the last level and you have to pass the maze by choosing the right path. If you touch the lines or boundaries a warning is issued just as a life line and in the third try you will be considered as out of the game, so in case you have to pass the maze in less than three tries. Once you pass the maze your game is completed, you have passed all the levels successfully. And your game will be END.

**Concepts:**

Some concepts which are used in making of this game are:

Pygame graphics.

Linear searching.

Code encryption/decryption.

Loops.

Conditional statements.

Functions.

Random choices.

Time complexity.

Screen Shots of program.















