



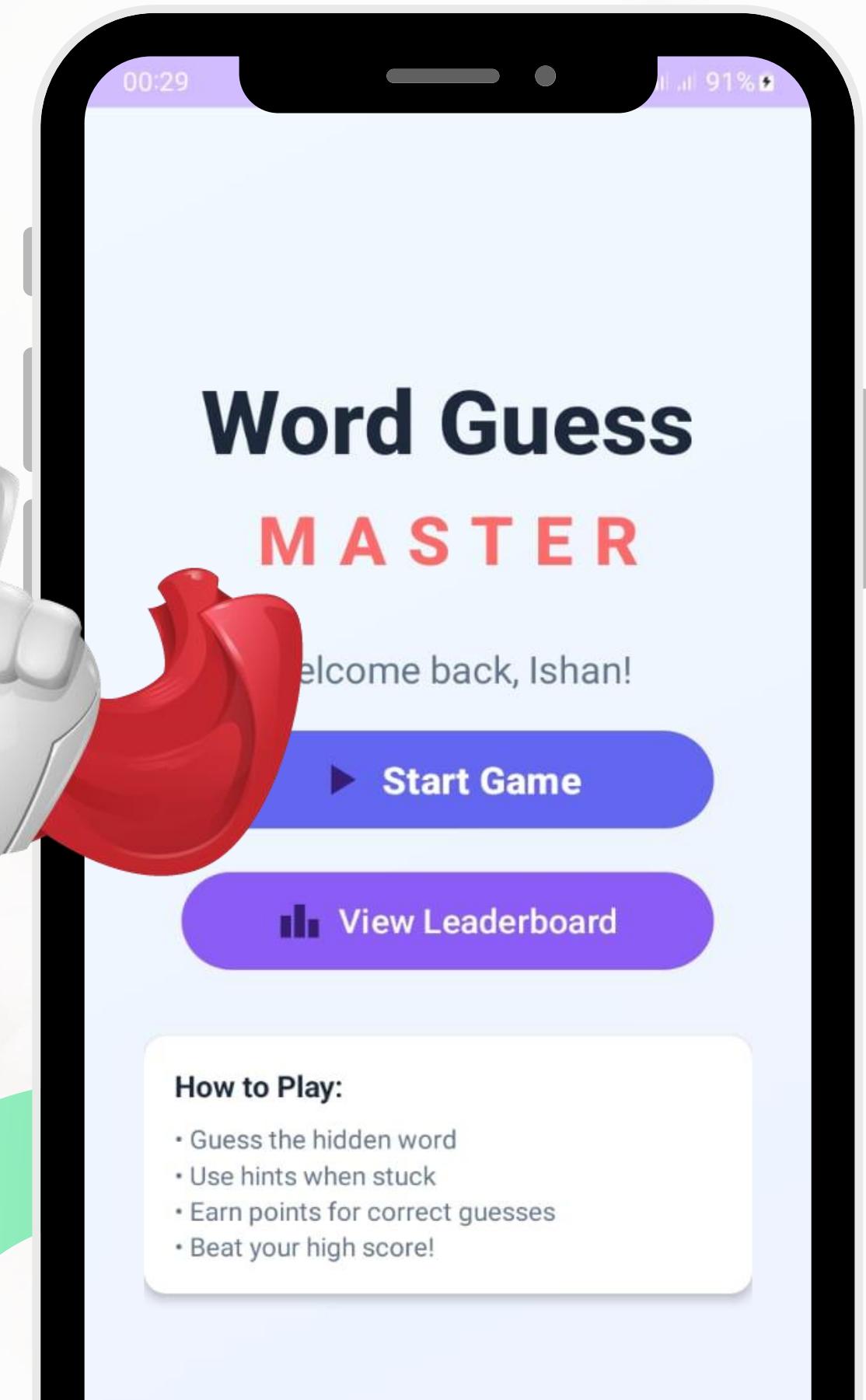
Word Guess Master

ITE 2152 - Introduction to Mobile Application Development

Word Guessing Game

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How to Play:

- Guess the hidden word
- Use hints when stuck
- Earn points for correct guesses
- Beat your high score!



App Overview

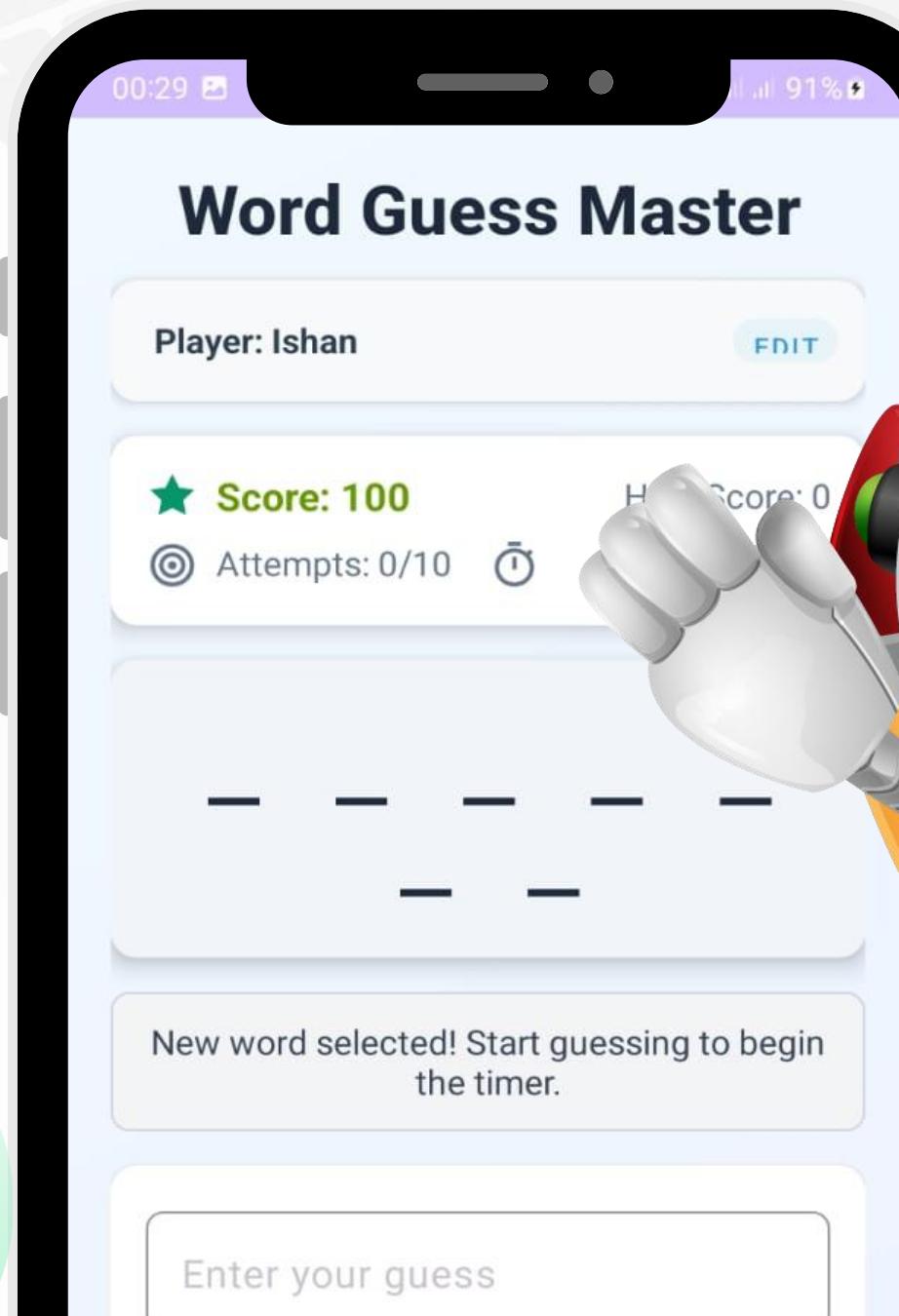
- At the start of the game, the app fetches a random word from an **online API (<https://random-word-api.vercel.app/>)**
- The secret word is hidden from the player, and the player must guess it correctly within a **maximum of 10 attempts**.
- The player begins with 100 points. Each wrong guess **deducts 10 points**.
- Players can request clues at a cost of **5 points**, such as:
 - I. Occurrence of a letter in the word
 - II. Number of letters in the word
 - III. A tip (rhyming/similar word after the 5th attempt)
- A timer records how long the player takes to guess the word.
- If the guess is correct, the player moves to the next level with a more difficult word.
- The app maintains a leaderboard of top scores and times via an API service





Word Guess Master

Features Implemented



- **Onboarding:** Player enters name (saved using Shared Preferences).
- **Word Guessing:** Enter guess → correct/incorrect feedback.
- **Scoring System:** -10 points for each wrong guess.
- **Letter Check:** Check occurrences of a letter (-5 points).
- **Word Length Hint:** Ask how many letters (-5 points).
- **Tip/Clue:** Rhyming or similar word (after 5 wrong attempts).
- **Timer:** Tracks time to guess correctly.
- **Leaderboard:** Stores top scores & times.



Word Guess Master

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Word Guess Master

00:29 91% 00:31 91%

Word Guess Master

Player: Anonymous Player EDIT

★ Score: 100 High: 0
Attempts: 0/10 Time: 0s

Welcome to Word Guess Master!
Please enter your name to get started and track your scores:

Enter your name

Continue

Enter your guess

Submit Guess

Help Actions

Ask Letter (-5 pts) Word Length (-5 pts)

Welcome Screen

- Displays an input field for the player's name.
- Once entered, the name is saved using Shared Preferences and reused next time.





Word Guess Master

The image displays two side-by-side screenshots of the Word Guess Master mobile application. Both screens show the same game state but at different stages of the user's interaction.

Top Left Screenshot: Shows the initial game setup. At the top, it says "Word Guess Master", "Player: Ishan", "Score: 100", "Attempts: 0/10", and "Time: 0s". Below this is a dashed line representing the secret word. A message says "New word selected! Start guessing to begin the timer." At the bottom, there is a text input field labeled "Enter your guess" and a blue "Submit Guess" button.

Top Right Screenshot: Shows the game after a guess has been submitted. The secret word is now partially revealed with underscores. The "Enter your guess" field and "Submit Guess" button are still present. Below them are two sections: "Help Actions" and "Game Actions".

- Help Actions:** Contains four buttons:
 - "Ask Letter" (-5 pts)
 - "Word Length" (-5 pts)
 - "Hint" (need 5 more tries)
 - "New Word" (fresh start)
- Game Actions:** Contains four buttons:
 - "Skip Word" (-20 pts)
 - "Show Word" (0 pts)
 - "Reset Score to 100"
 - "View Leaderboard"
- Bottom Buttons:** "End Game"

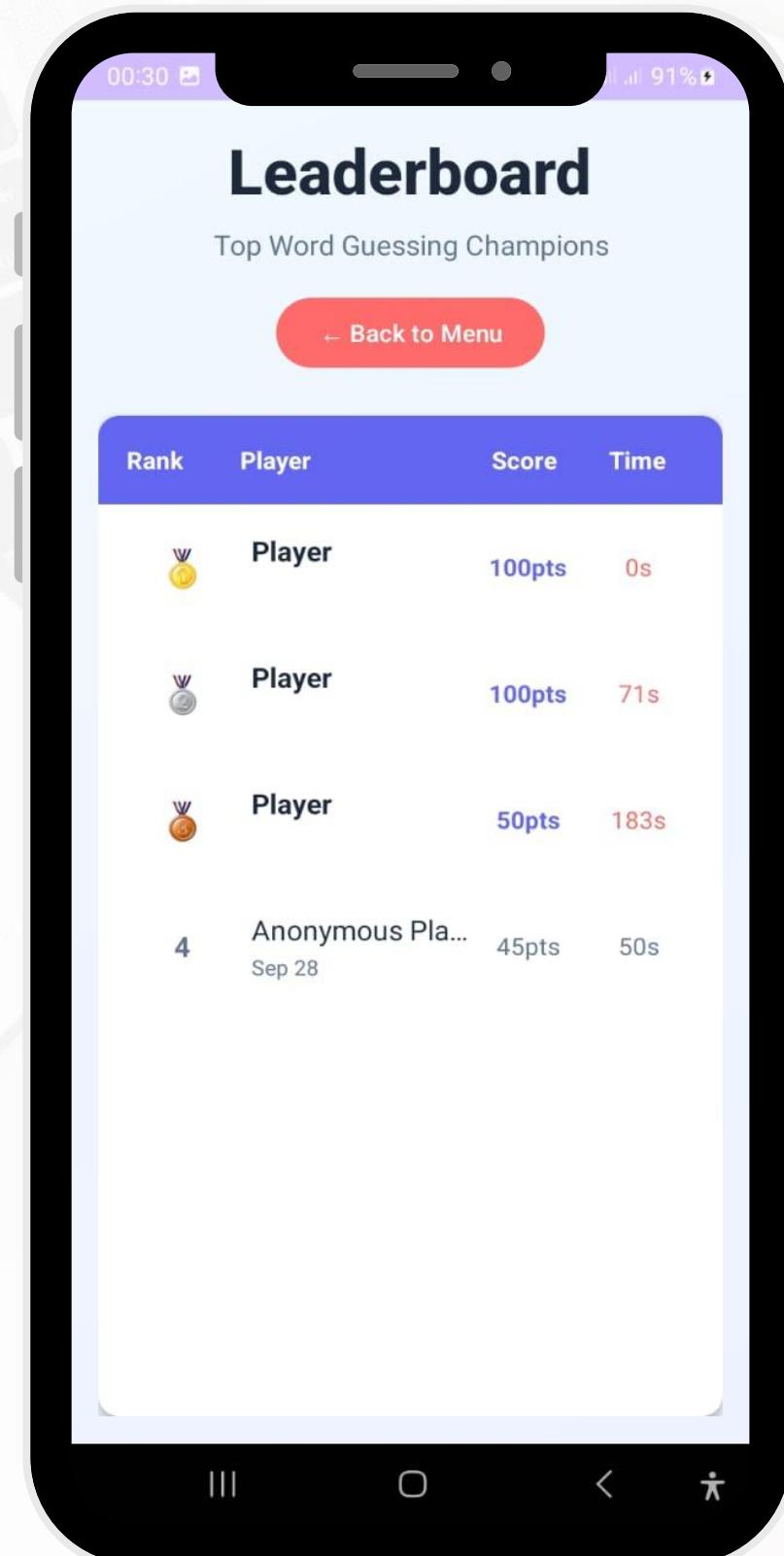
Guessing Screen

- Shows the secret word area (hidden word with underscores or blanks).
- Contains a text input for the player to submit guesses.
- Displays the score, attempts left, and timer at the top.
- Includes buttons for requesting letter check, word length, and tips.





Word Guess Master



Leaderboard Screen

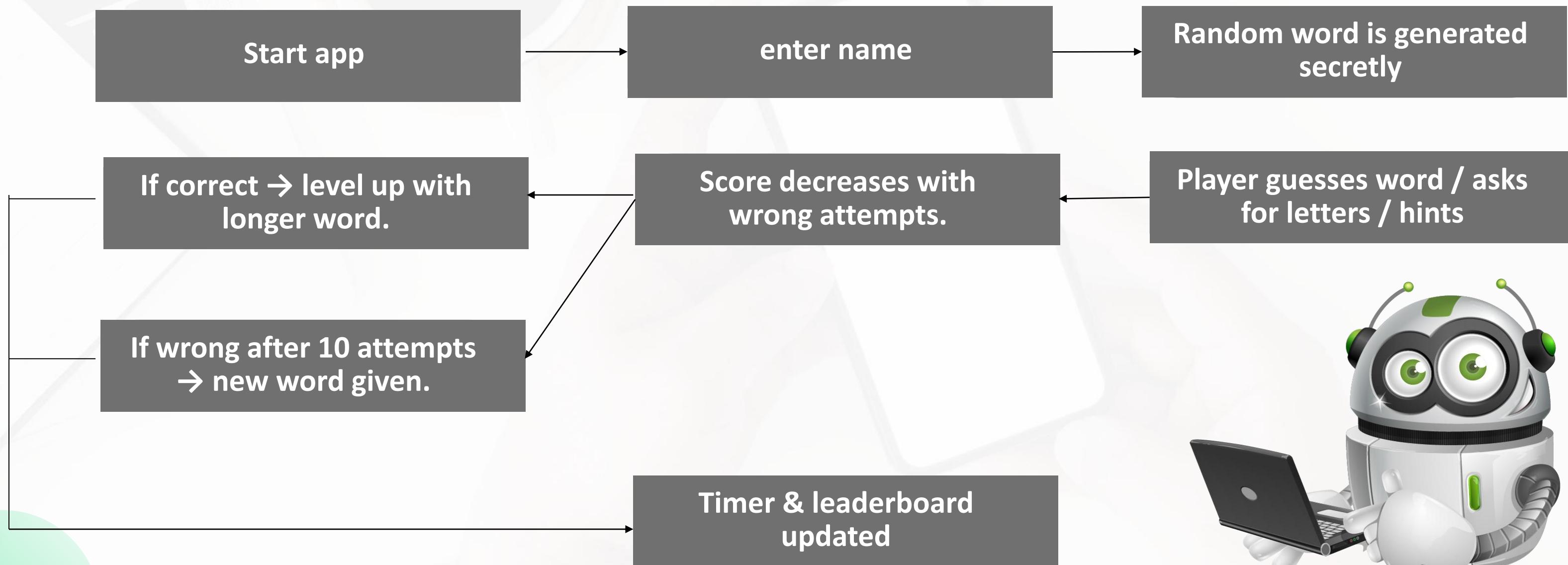
- Shows a list of players, scores, and times.
- Data is fetched from the online leaderboard
- Updates dynamically when a new score is recorded..





Word Guess Master

Game Work Flow





Testing And Debugging

- Tested on **multiple devices/emulators**.
- Checked **UI scaling** on different resolutions.
- Fixed **crash issues** related to null values & API errors.





Word Guess Master

Thank You