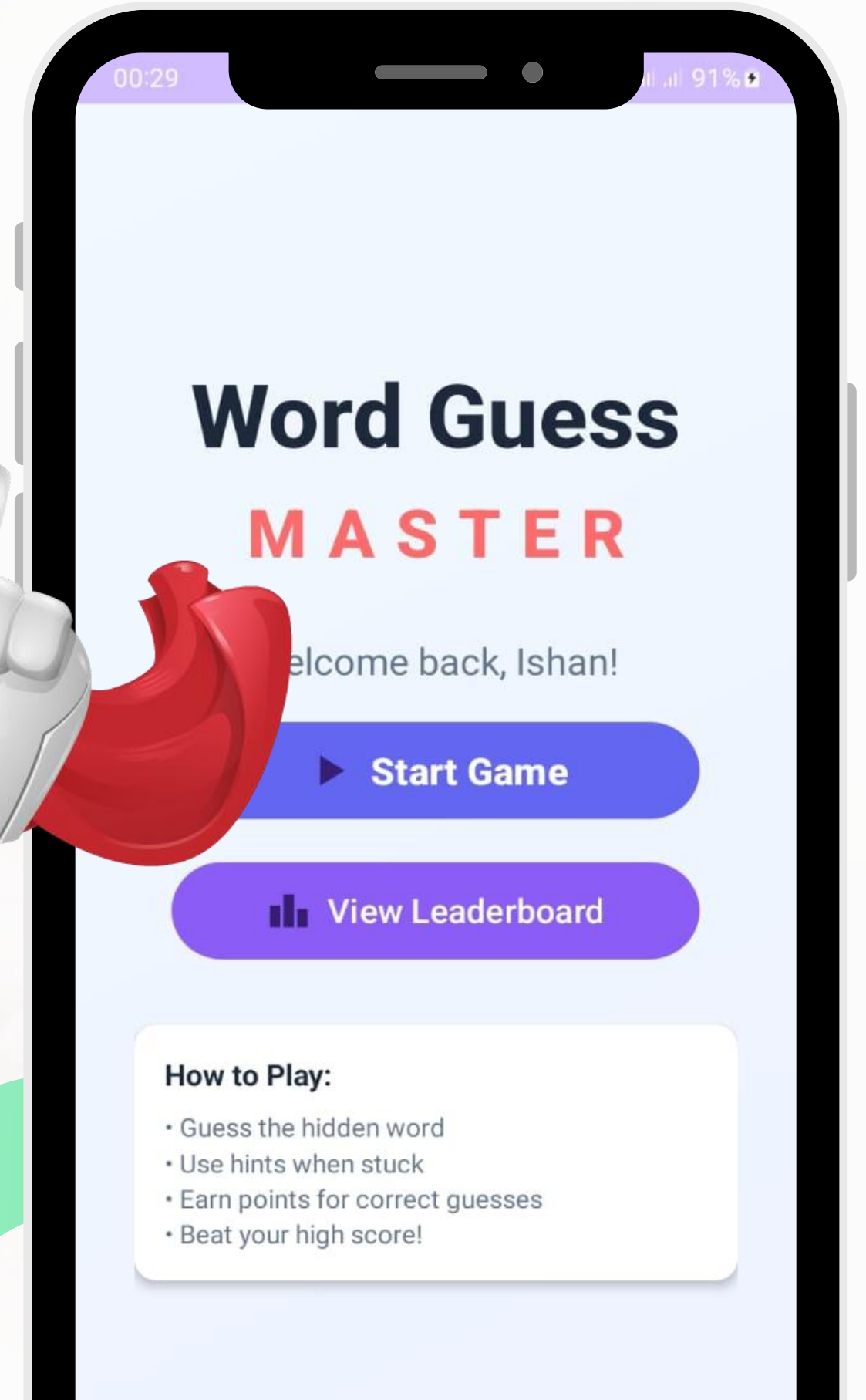


ITE 2152 – Introduction to Mobile Application Development

Word Guessing Game

Hatharasinghe AIN
E2340065

NEXT

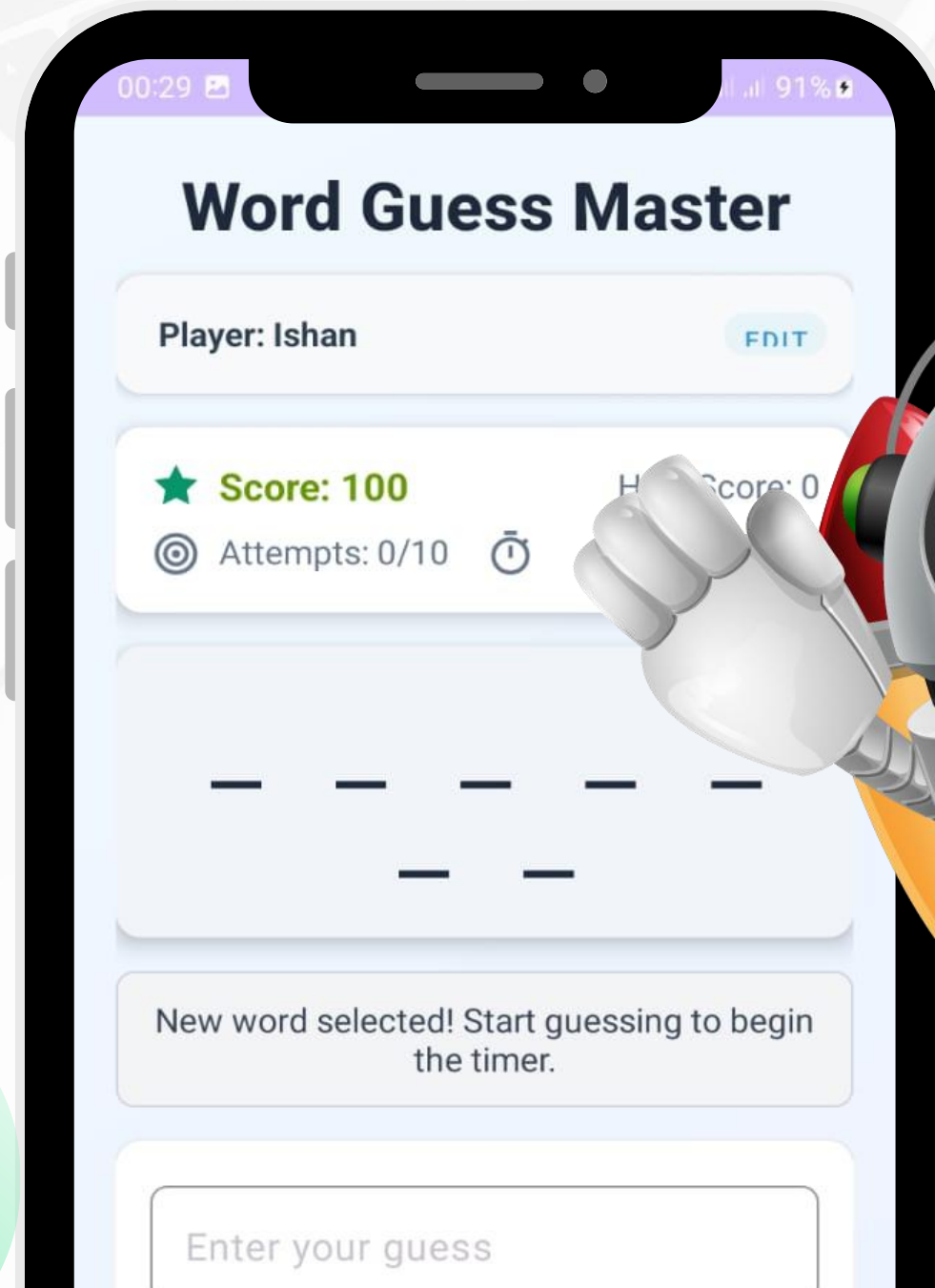


App Overview

- 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



Features Implemented



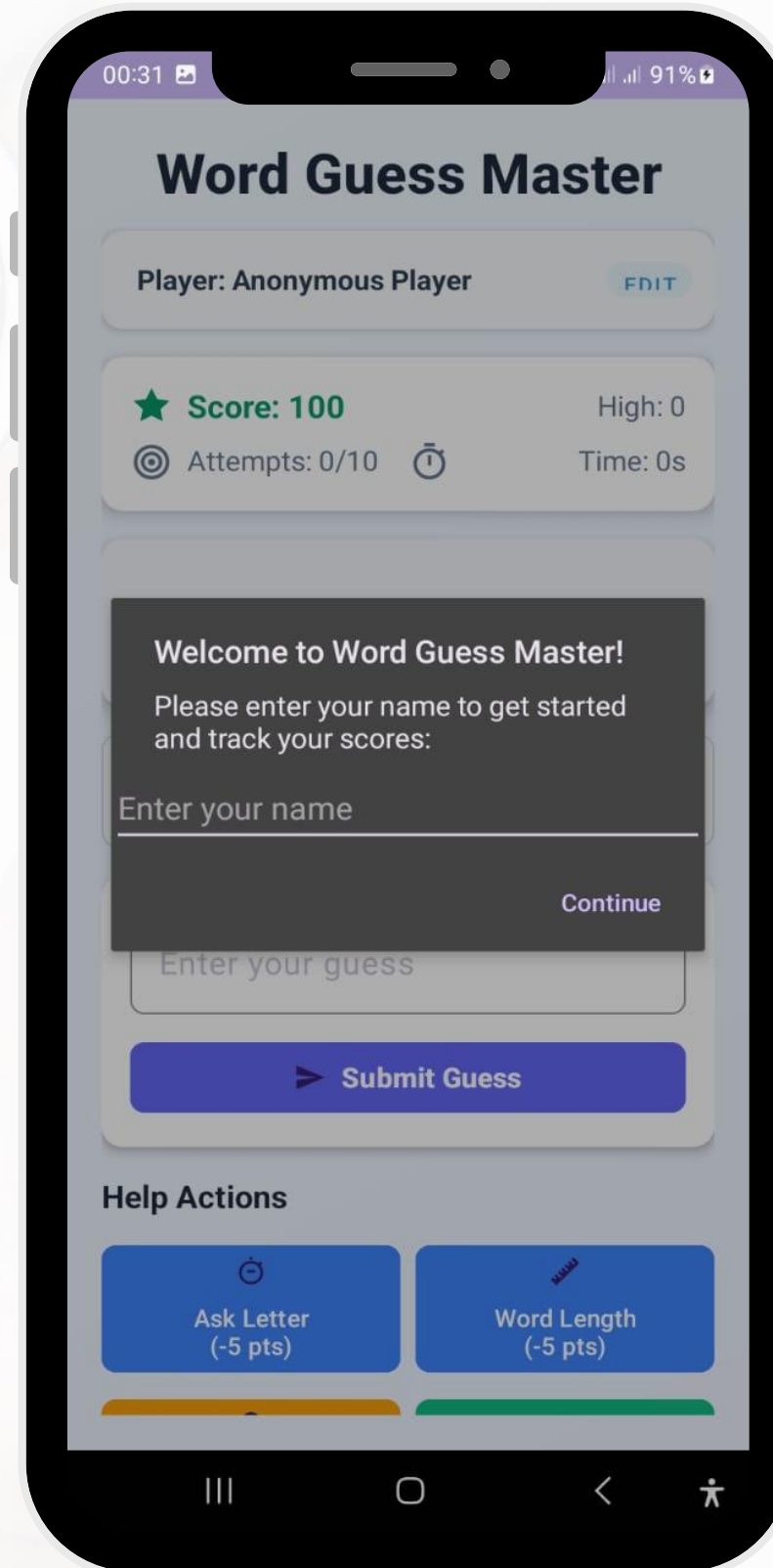
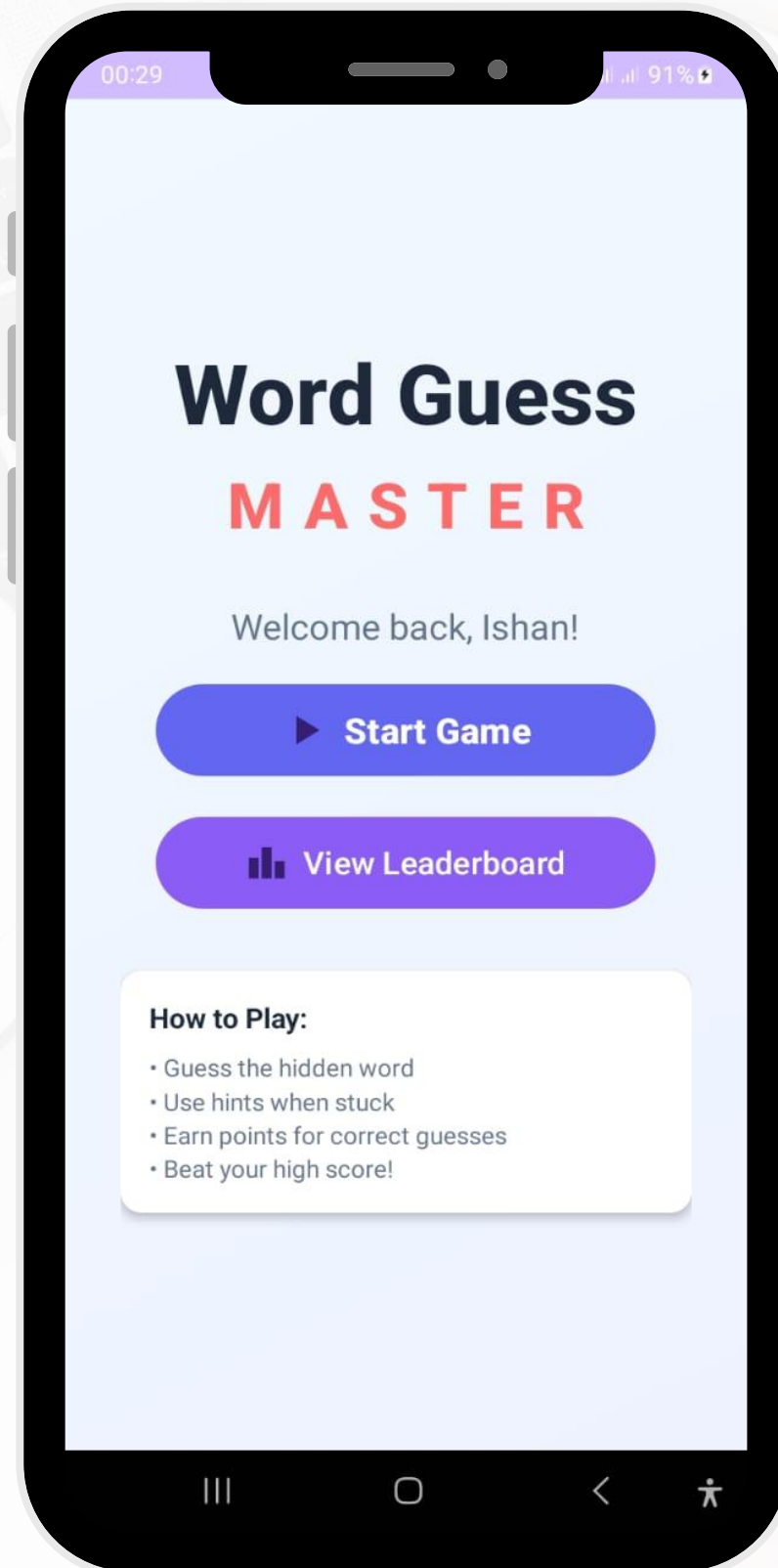
- **Onboarding:** Player enters name (saved using Shared Preferences).
- **Word Guessing:** Enter guess → correct/incorrect feedback.
- **Scoring System:** -10 points for each wrong guess.
- **Letter Check:** Check occurrences of a letter (-5 points).
- **Word Length Hint:** Ask how many letters (-5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

NAVIGATE THROUGH

With Our Friendly User Interface

NEXT →

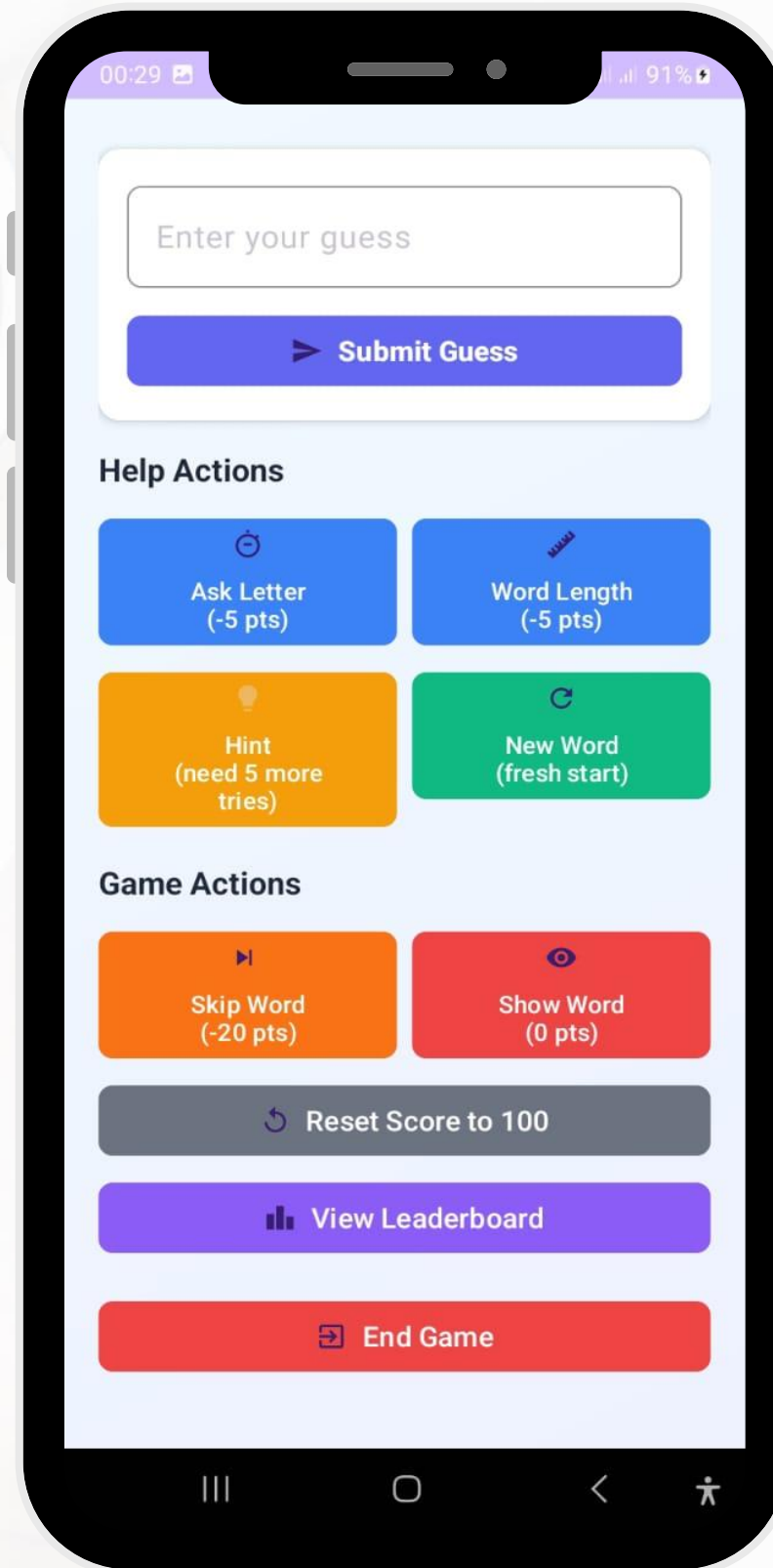
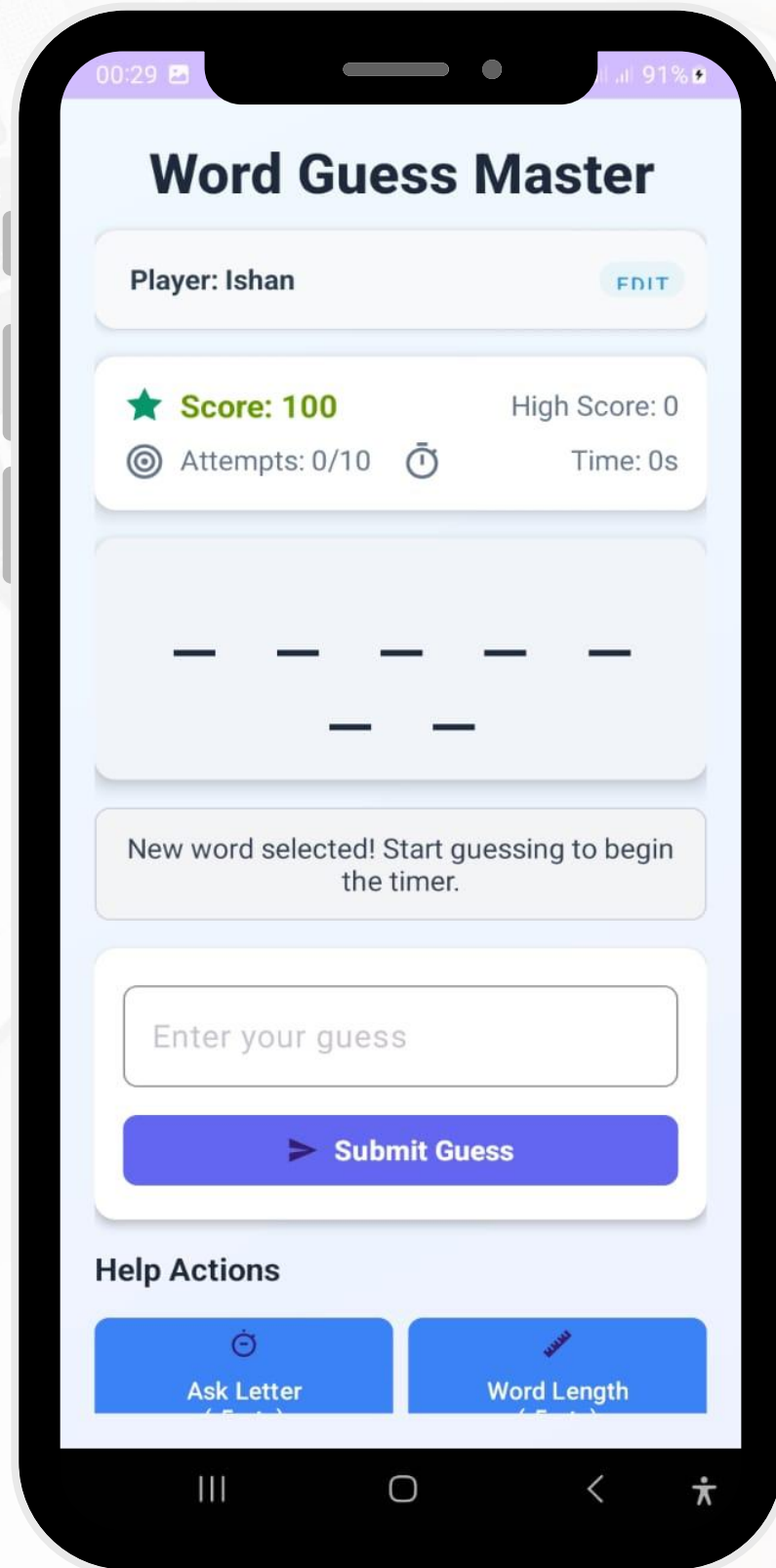




Welcome Screen

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

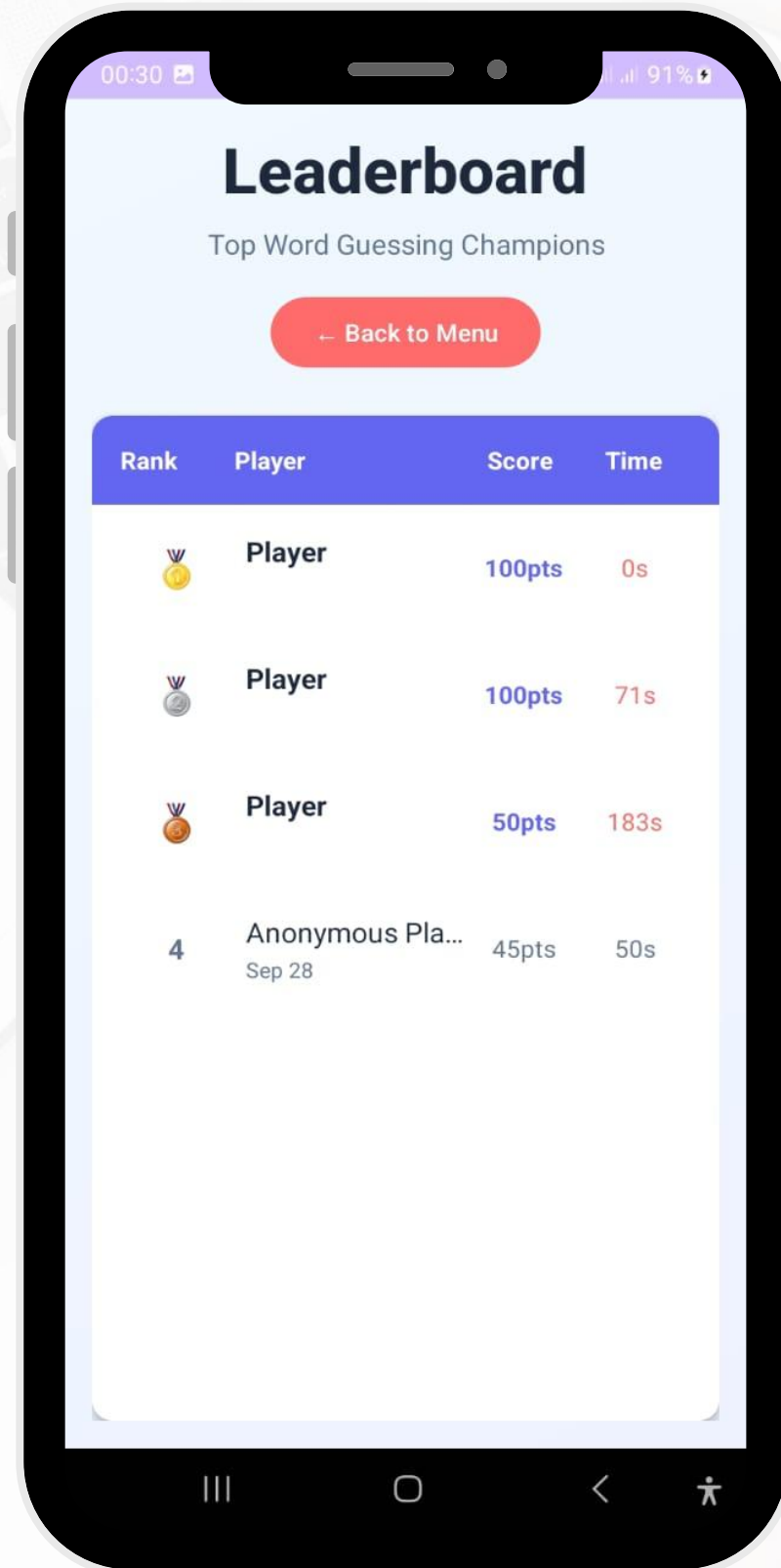




Guessing Screen

- 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.



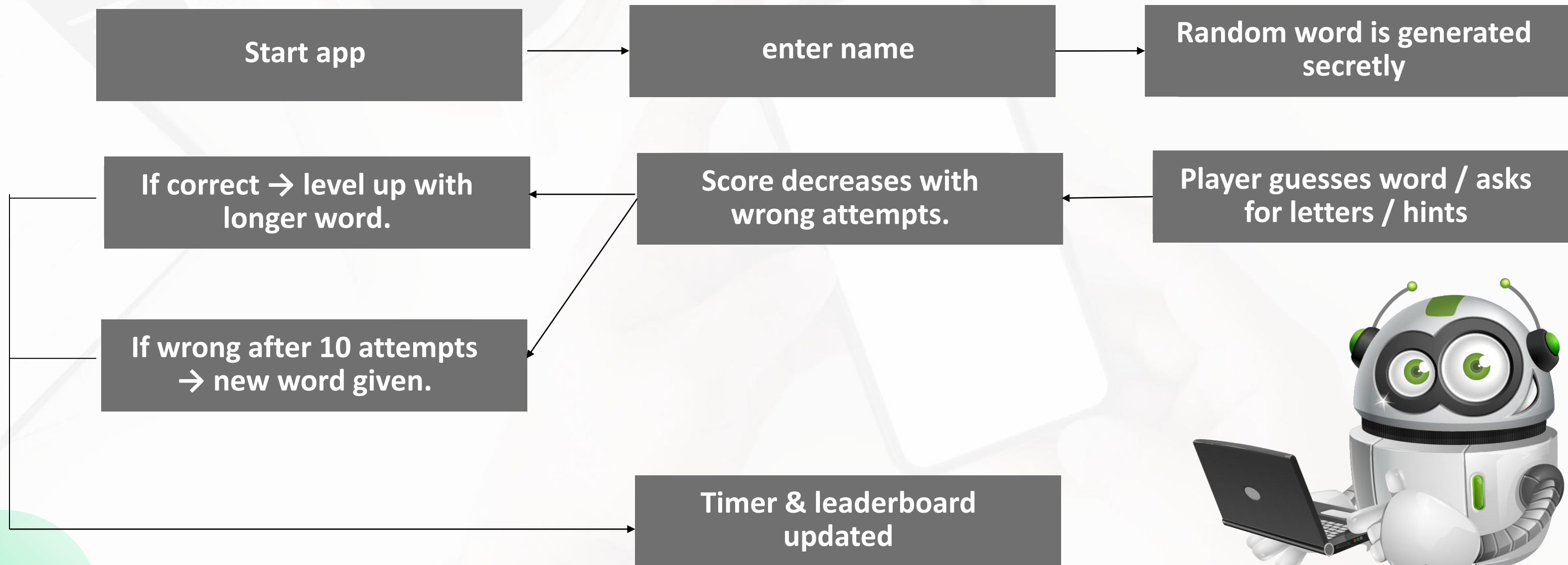


Leaderboard Screen

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



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