LOVELY
PROFESSIONAL
UNIVERSITY

DEPARTMENT OF COMPUTER SCIENCE

&

ENGINEERING.

COURSE NAME: Python Programming.

COURSE CODE: INT213.

Project Topic: Word Game Puzzle.

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Submitted By:-

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ACKNOWLEDGEMENT:

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I'd like to thank The Lovely Professional University for providing me with the opportunity to work on the project for **"Word Puzzle Game."** Last but not least, I would like to express my gratitude to our friendsfor their invaluable assistance, and I am deeply grateful to everyone who has contributed to the successful completion of this project.

INTRODUCTION:

Word games (also called word game puzzles or word search games) are spoken, board, or video games often designed to test ability with language or to explore its properties.

Word games are generally used as a source of entertainment, but can additionally serve an educational purpose. Young children can enjoy playing games such as Hangman, while naturally developing important language skills like spelling. Researchers have found that adults who regularly solved crossword puzzles, which require familiarity with a larger vocabulary, had better brain function later in life.

Popular word-based game shows have been a part of television and radio throughout broadcast history, including spelling Bee, the first televised game show, and Wheel of fortune, the longest-running syndicated game show in the United States.

By playing these games it improves your concentration on your daily tasks and help you pass the time. These games can be used as a form of entertainment which can also improve your vocabulary, multitasking, etc. These games have multiple vocabulary words jumble across the puzzle in straight order, reverse order, and in zigzag pattern in the game. By searching the words within the puzzle the player improves his vocabulary skills with the time limit of the game.

The game has a score panel where the player can check his score whenever he hits a correct word inside the textbox. He is assigned points of five for each correct guess in the game and by typing the word he scores points.

PROJECT DESCRIPTION:

This game will consist of table with many alphabets set in a random order and many English meaningful words will be hidden between them. User have to find them one by one as soon as possible. At the top game, name will be written there followed by, computer will ask the user to enter his/her name in the next step. Then we will have table of alphabets and background will be of beautiful solid colour.

At the right side of table will have “Content of Words”, this section it will contains all the words those are hidden in that table. So that it will be easy for the user to search for a particular word. At the bottom we will have “OK” and “Reset” and “Exit” button.

In this project we will take various function and keywords in order to make it look attractive and proper functioning without getting any error and as per requirement and maintain the basic requirement as per the topic and basic requirement given to us.

In this project for the game to launch first you need to register as a player by providing name, password, country of origin, username and by signing up your information is stored in the database file and you can proceed with the login. After logging in the game will be started there you can play the game and enjoy the game.

While logging in if incorrect username or incorrect password is provided you can’t log in to the game if the information matches with the information you provided while signing up you can log in and start the game if not there will be an error.

PYTHON MODULE :-

For making the word puzzle game we will use various functions, inputs and python libraries but mainly we will use **tkinter**.

PythonGUI - Tkinter: - Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter outputs the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.

To create a tkinter:

1. Importing the module – tkinter
2. Create the main window (container)
3. Add any number of widgets to the main window
4. Apply the event Trigger on the widgets.

BUTTON FUNCTIONS :-

The game has multiple buttons their functions are as follows :

- **OK Button-** In OK button user have to press after searching all the words hidden in that table.
- **Clear Button**: - In Clear button, if user wants to remove the whole text then he/she can press RESET button which will be on the bottom of that game in the right side of OK button.
- **EXIT Button: -** If user wants to take exit from the game then user can click on EXIT button to get out of the game any time.
- **Table**: - Table will be of N * N order with many alphabets set in a random order and with 6-7 meaningful words hidden in it.

OBJECTIVES:

- The objective of the proposed project is to increase the thinking capability.
- The game having all the records which you perform in playing you can select easy, hard level according to your choice. You can make your own puzzle game and at any step you can go back to one step as well as you can see the solution of it.
- - It is manually a very difficult job to perform and its need a lot of recalling, reminding and mathematical calculation. The game of word puzzle help to increase mental thinking, vision etc.

PROJECT LIMITATIONS:

- The problem faced by this system "WORD PUZZLE GAME" is this that it only run in desktop.
- If you want to access this game then you must have python installed in your desktop.
- The limitation of this project that you not access it in your mobile device or in android devices.

PROJECT CODE:

File: python pro.py

```
import tkinter as tk
from tkinter import *
import random
import sqlite3
import time


def loginPage(logdata):
    sup.destroy()
    global login
    login = Tk()
    login.title('WORD GAME Login')

    user_name = StringVar()
    password = StringVar()

    login_canvas = Canvas(login,width=720,height=440,bg="#B64D4D")
    login_canvas.pack()

    login_frame = Frame(login_canvas,bg="orange")
    login_frame.place(relwidth=0.8,relheight=0.8,relx=0.1,rely=0.1)

    heading = Label(login_frame,text="Word Game Login",fg="white",bg="orange")
    heading.config(font=('calibri 40'))
    heading.place(relx=0.2,rely=0.1)

    #USER NAME
    ulabel = Label(login_frame,text="Username",fg='white',bg='black')
    ulabel.place(relx=0.21,rely=0.4)
    uname = Entry(login_frame,bg='white',fg='black',textvariable = user_name)
```

```
    uname.config(width=42)
    uname.place(relx=0.31,rely=0.4)

    #PASSWORD
    plabel = Label(login_frame,text="Password",fg='white',bg='black')
    plabel.place(relx=0.215,rely=0.5)
    pas = Entry(login_frame,bg='white',fg='black',textvariable =
password,show="*")
    pas.config(width=42)
    pas.place(relx=0.31,rely=0.5)

    def check():
        for a,b,c,d in logdata:
            if b == uname.get() and c == pas.get():
                print(logdata)
                import project

        else:
            error = Label(login_frame,text="Wrong Username or
Password!",fg='black',bg='white')
            error.place(relx=0.37,rely=0.7)

    #LOGIN BUTTON
    log =
Button(login_frame,text='Login',padx=5,pady=5,width=5,command=check,fg="white"
,bg="black")
    log.configure(width = 15,height=1, activebackground = "#33B5E5", relief =
FLAT)
    log.place(relx=0.4,rely=0.6)


    login.mainloop()

def signUpPage():
    root.destroy()
    global  sup
    sup = Tk()
    sup.title('Word Game')

    fname = StringVar()
    uname = StringVar()
    passW = StringVar()
    country = StringVar()


    sup_canvas = Canvas(sup,width=720,height=440,bg="#FFBC25")
    sup_canvas.pack()
```

```
    sup_frame = Frame(sup_canvas,bg="#BADA55")
    sup_frame.place(relwidth=0.8,relheight=0.8,relx=0.1,rely=0.1)

    heading = Label(sup_frame,text="GAME SignUp",fg="#FFA500",bg="#BADA55")
    heading.config(font=('calibri 40'))
    heading.place(relx=0.2,rely=0.1)

    #full name
    flabel = Label(sup_frame,text="Full Name",fg='white',bg='black')
    flabel.place(relx=0.21,rely=0.4)
    fname = Entry(sup_frame,bg='white',fg='black',textvariable = fname)
    fname.config(width=42)
    fname.place(relx=0.31,rely=0.4)

    #username
    ulabel = Label(sup_frame,text="Username",fg='white',bg='black')
    ulabel.place(relx=0.21,rely=0.5)
    user = Entry(sup_frame,bg='white',fg='black',textvariable = uname)
    user.config(width=42)
    user.place(relx=0.31,rely=0.5)


    #password
    plabel = Label(sup_frame,text="Password",fg='white',bg='black')
    plabel.place(relx=0.215,rely=0.6)
    pas = Entry(sup_frame,bg='white',fg='black',textvariable = passW,show="*")
    pas.config(width=42)
    pas.place(relx=0.31,rely=0.6)



    #country
    clabel = Label(sup_frame,text="Country",fg='white',bg='black')
    clabel.place(relx=0.217,rely=0.7)
    c = Entry(sup_frame,bg='white',fg='black',textvariable = country)
    c.config(width=42)
    c.place(relx=0.31,rely=0.7)
    def addUserToDataBase():

        fullname = fname.get()
        username = user.get()
        password = pas.get()
        country = c.get()

        if len(fname.get())==0 and len(user.get())==0 and len(pas.get())==0
and len(c.get())==0:
            error = Label(text="You haven't enter any field...Please Enter all
the fields",fg='black',bg='white')
```

```
            error.place(relx=0.37,rely=0.7)

        elif len(fname.get())==0 or len(user.get())==0 or len(pas.get())==0 or
len(c.get())==0:
            error = Label(text="Please Enter all the
fields",fg='black',bg='white')
            error.place(relx=0.37,rely=0.7)

        elif len(user.get()) == 0 and len(pas.get()) == 0:
            error = Label(text="Username and password can't be
empty",fg='black',bg='white')
            error.place(relx=0.37,rely=0.7)

        elif len(user.get()) == 0 and len(pas.get()) != 0 :
            error = Label(text="Username can't be
empty",fg='black',bg='white')
            error.place(relx=0.37,rely=0.7)

        elif len(user.get()) != 0 and len(pas.get()) == 0:
            error = Label(text="Password can't be
empty",fg='black',bg='white')
            error.place(relx=0.37,rely=0.7)

        else:

            conn = sqlite3.connect('word game.db')
            create = conn.cursor()
            create.execute('CREATE TABLE IF NOT EXISTS userSignUp(FULLNAME
text, USERNAME text,PASSWORD text,COUNTRY text)')
            create.execute("INSERT INTO userSignUp VALUES
(?,?,?,?)",(fullname,username,password,country))
            conn.commit()
            create.execute('SELECT * FROM userSignUp')
            z=create.fetchall()
            print(z)
            #L2.config(text="Username is "+z[0][0]+"\nPassword is "+z[-1][1])
            conn.close()
            loginPage(z)

    def gotoLogin():
        conn = sqlite3.connect('word game.db')
        create = conn.cursor()
        conn.commit()
        create.execute('SELECT * FROM userSignUp')
        z=create.fetchall()
        loginPage(z)

    #signup BUTTON
```

```
    sp = Button(sup_frame,text='SignUp',padx=5,pady=5,width=5,command =
addUserToDataBase, bg="black",fg="white")
    sp.configure(width = 15,height=1, activebackground = "#33B5E5", relief =
FLAT)
    sp.place(relx=0.4,rely=0.8)

    log = Button(sup_frame,text='Already have a
Account?',padx=5,pady=5,width=5,command = gotoLogin,bg="#BADA55", fg="black")
    log.configure(width = 16,height=1, activebackground = "#33B5E5", relief =
FLAT)
    log.place(relx=0.393,rely=0.9)

    sup.mainloop()
def start():
    global root
    root = Tk()
    root.title('Welcome To Word puzzle game App')
    canvas = Canvas(root,width = 600,height = 440, bg = 'orange')
    canvas.grid(column = 0 , row = 1)
    img = PhotoImage(file="cover.png")
    canvas.create_image(50,10,image=img,anchor=NW)

    button = Button(root, text='Start',command =
signUpPage,bg="red",fg="black")
    button.configure(width = 84,height=2, activebackground = "#33B5E5", relief
= RAISED)
    button.grid(column = 0 , row = 2)

    root.mainloop()
if_name_=='_main__':
    start()
```

File:project.py

```
from tkinter import *
from tkinter import messagebox
import nltk
from nltk.corpus import words
from time import gmtime, strftime
import time
from collections import Counter
nltk.download('words')
word_list
=['hello','description','python','collision','beautiful','desc','apron','wonde
rful','pronounciation','encyclopdia','professional','king','noun','pronoun','t
esla','attribute','possible','hollow','barking','method','evocation','onslaugh
t']
```

```
Matrix_list=['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm',
'n', 'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y','z' ]
score=0
window=Tk()
window.title("Word Puzzle Game")
window.geometry("1300x672+0+0")
window.configure(bg="#F6B84D")
def checkspells():
    global score
    word=word_check.get()
    if word in word_list:
        dict = Counter(word)
        flag = 1
        for key in dict.keys():
            if key not in Matrix_list:
                flag = 0
        if flag == 1 and len(word) > 3:
            score=score+5
            total="score = "+str(score)
            label.configure(text=total)
            print(word)
        else:
            messagebox.showinfo("ERROR","No match was found OR word length is
greater than 3")
    else:
        messagebox.showinfo("ERROR","No match")
        print("No Word")
    word_check.delete(0, 'end')
def tick(time1=''):
    time2=time.strftime("%M:%S")
    if time2!=time1:
        time1=time2
def quit_pro():
    messagebox.showinfo("Oops!!","Time Up! Your Score",+str(score))
    window.destroy()
def reset():
    word_check.delete(0,END)
    return


btn1 = Button(window, text="A",bg="yellow",
fg="Black",activebackground='#00ff00',width=3,height=1,font=('Helvetica','20')
)
btn1.grid(column=1, row=1)
btn2 = Button(window, text="P",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=1)
```

```
btn3 = Button(window, text="R",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=1)
btn4 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=1)
btn5 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=1)
btn6 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=1)
btn7 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=1)
btn8 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=1)
btn9 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=1)
btn10 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=1)
btn11 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=1)
btn12 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=1)
btn13 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=1)
btn14 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=1)
btn15 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=1)


btn1 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=2)
btn2 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=2)
btn3 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

```
btn3.grid(column=3, row=2)
btn4 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=2)
btn5 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=2)
btn6 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=2)
btn7 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=2)
btn8 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=2)
btn9 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=2)
btn10 = Button(window, text="G",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=2)
btn11 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=2)
btn12 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=2)
btn13 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=2)
btn14 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=2)
btn15 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=2)


btn1 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=3)
btn2 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=3)
btn3 = Button(window, text="W",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=3)
```

```
btn4 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=3)
btn5 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=3)
btn6 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=3)
btn7 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=3)
btn8 = Button(window, text="R",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=3)
btn9 = Button(window, text="F",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=3)
btn10 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=3)
btn11 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=3)
btn12 = Button(window, text="M",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=3)
btn13 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=3)
btn14 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=3)
btn15 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=3)


btn1 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=4)
btn2 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=4)
btn3 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=4)
btn4 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

```
btn4.grid(column=4, row=4)
btn5 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=4)
btn6 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=4)
btn7 = Button(window, text="R",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=4)
btn8 = Button(window, text="K",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=4)
btn9 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=4)
btn10 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=4)
btn11 = Button(window, text="G",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=4)
btn12 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=4)
btn13 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=4)
btn14 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=4)
btn15 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=4)

btn1 = Button(window, text="P",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=5)
btn2 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=5)
btn3 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=5)
btn4 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=5)
```

```
btn5 = Button(window, text="P",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=5)
btn6 = Button(window, text="Y",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=5)
btn7 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=5)
btn8 = Button(window, text="H",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=5)
btn9 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=5)
btn10 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=5)
btn11 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=5)
btn12 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=5)
btn13 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=5)
btn14 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=5)
btn15 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=5)

btn1 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=6)
btn2 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=6)
btn3 = Button(window, text="Z",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=6)
btn4 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=6)
btn5 = Button(window, text="K",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

```
btn5.grid(column=5, row=6)
btn6 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=6)
btn7 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=6)
btn8 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=6)
btn9 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=6)
btn10 = Button(window, text="X",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=6)
btn11 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=6)
btn12 = Button(window, text="H",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=6)
btn13 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=6)
btn14 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=6)
btn15 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=6)


btn1 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=7)
btn2 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=7)
btn3 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=7)
btn4 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=7)
btn5 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=7)
```

```
btn6 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=7)
btn7 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=7)
btn8 = Button(window, text="Z",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=7)
btn9 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=7)
btn10 = Button(window, text="H",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=7)
btn11 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=7)
btn12 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=7)
btn13 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=7)
btn14 = Button(window, text="G",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=7)
btn15 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=7)


btn1 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=8)
btn2 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=8)
btn3 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=8)
btn4 = Button(window, text="W",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=8)
btn5 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=8)
btn6 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

```
btn6.grid(column=6, row=8)
btn7 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=8)
btn8 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=8)
btn9 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=8)
btn10 = Button(window, text="Y",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=8)
btn11 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=8)
btn12 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=8)
btn13 = Button(window, text="F",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=8)
btn14 = Button(window, text="H",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=8)
btn15 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=8)


btn1 = Button(window, text="Y",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=9)
btn2 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=9)
btn3 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=9)
btn4 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=9)
btn5 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=9)
btn6 = Button(window, text="J",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=9)
```

```
btn7 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=9)
btn8 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=9)
btn9 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=9)
btn10 = Button(window, text="R",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=9)
btn11 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=9)
btn12 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=9)
btn13 = Button(window, text="U",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=9)
btn14 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=9)
btn15 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=9)


btn1 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=10)
btn2 = Button(window, text="X",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=10)
btn3 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=10)
btn4 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=10)
btn5 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=10)
btn6 = Button(window, text="B",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=10)
btn7 = Button(window, text="H",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

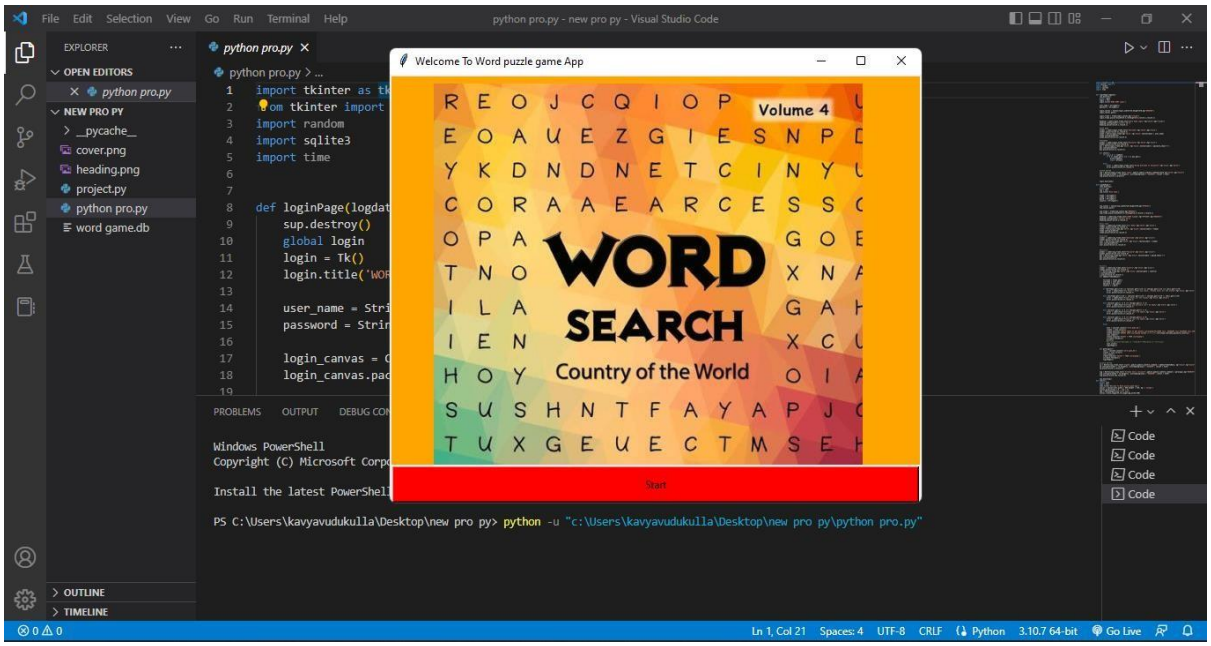
```
btn7.grid(column=7, row=10)
btn8 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=10)
btn9 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=10)
btn10 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=10)
btn11 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=10)
btn12 = Button(window, text="W",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=10)
btn13 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=10)
btn14 = Button(window, text="X",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=10)
btn15 = Button(window, text="K",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=10)


btn1 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=11)
btn2 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=11)
btn3 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=11)
btn4 = Button(window, text="D",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=11)
btn5 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=11)
btn6 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=11)
btn7 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=11)
```

```
btn8 = Button(window, text="V",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn8.grid(column=8, row=11)
btn9 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=11)
btn10 = Button(window, text="P",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=11)
btn11 = Button(window, text="Y",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=11)
btn12 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=11)
btn13 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=11)
btn14 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=11)
btn15 = Button(window, text="Z",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=11)


btn1 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn1.grid(column=1, row=12)
btn2 = Button(window, text="C",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn2.grid(column=2, row=12)
btn3 = Button(window, text="L",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn3.grid(column=3, row=12)
btn4 = Button(window, text="A",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn4.grid(column=4, row=12)
btn5 = Button(window, text="N",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn5.grid(column=5, row=12)
btn6 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn6.grid(column=6, row=12)
btn7 = Button(window, text="I",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn7.grid(column=7, row=12)
btn8 = Button(window, text="T",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
```

```
btn8.grid(column=8, row=12)
btn9 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn9.grid(column=9, row=12)
btn10 = Button(window, text="S",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn10.grid(column=10, row=12)
btn11 = Button(window, text="E",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn11.grid(column=11, row=12)
btn12 = Button(window, text="F",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn12.grid(column=12, row=12)
btn13 = Button(window, text="O",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn13.grid(column=13, row=12)
btn14 = Button(window, text="R",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn14.grid(column=14, row=12)
btn15 = Button(window, text="P",bg="yellow",
fg="Black",width=3,height=1,font=('Helvetica','20'))
btn15.grid(column=15, row=12)

word_check=Entry(window,width=18,bd=2,font=('calibre','15'))
word_check.configure(highlightbackground="red", highlightcolor="red")
word_check.place(x=1010,y=200,height=25)
word_check.focus()
btncheck = Button(window, text="OK",bg="navyblue",
fg="white",width=5,font=('Helvetica','10'),command=checkspells)
btncheck.place(x = 1025, y = 250)
btncheck = Button(window, text="RESET",bg="navyblue",
fg="white",width=5,font=('Helvetica','10'),command=reset)
btncheck.place(x = 1155, y = 250)
label=Label(window,text="Score = 0",font=('Helvetica','15'))
label.place(x=1060, y=160)
tick()
window.after(60000, quit_pro)
window.mainloop()
```

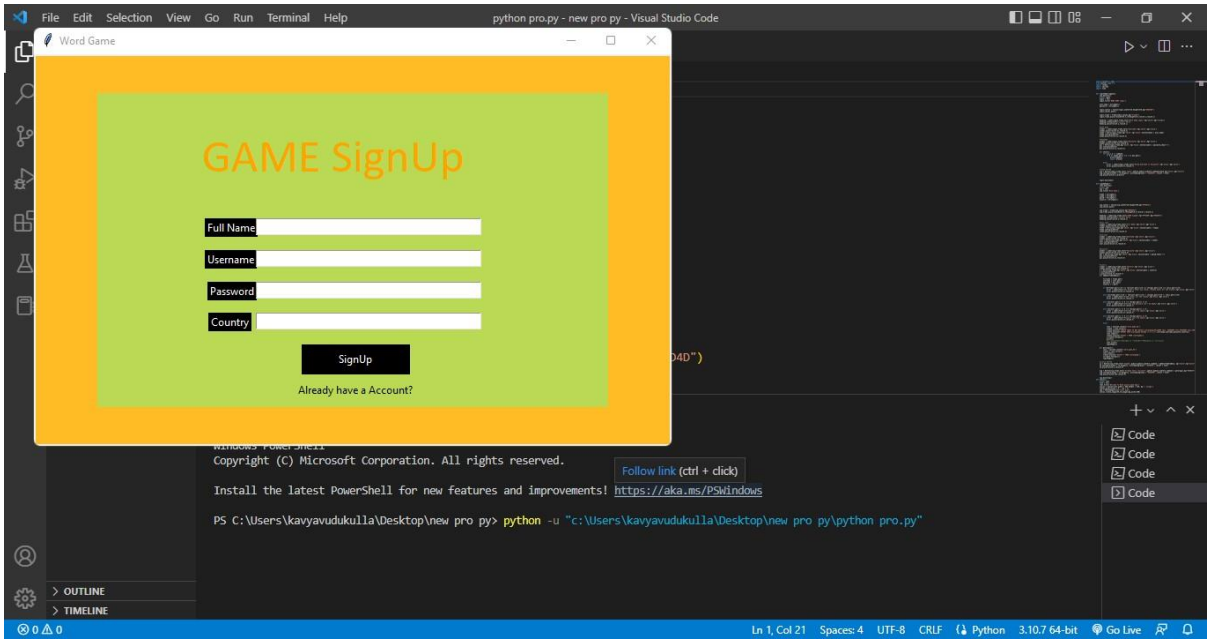
RESULT SCREENSHOTS:

Start page:

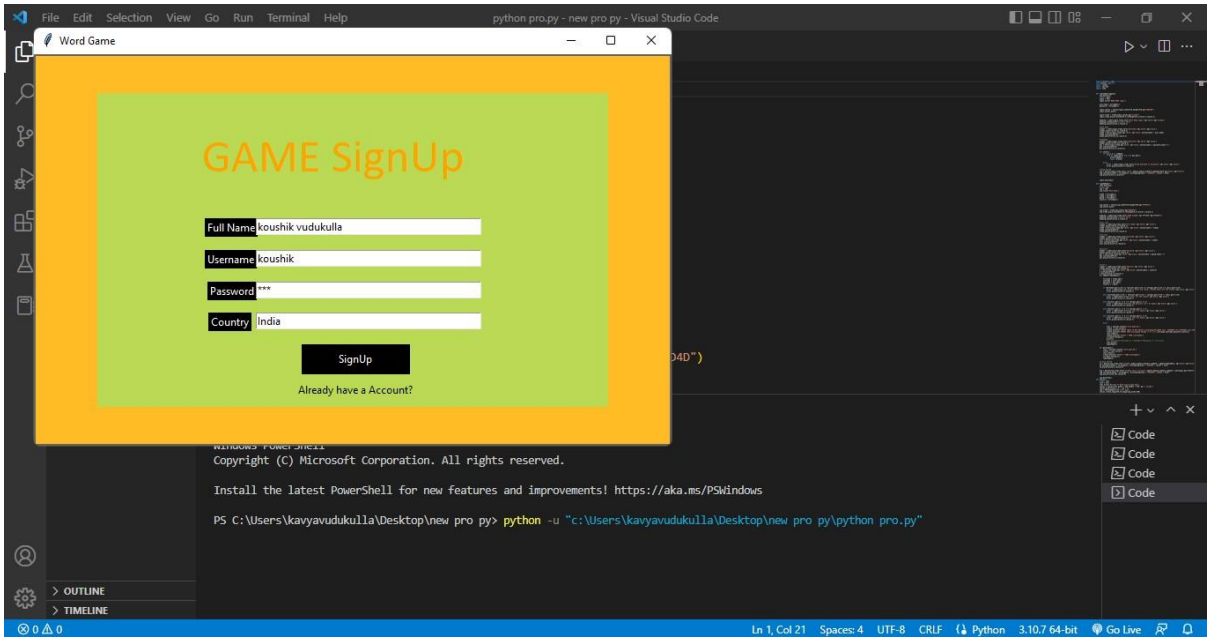


After pressing start Sign Up page is opened.

Sign Up page:



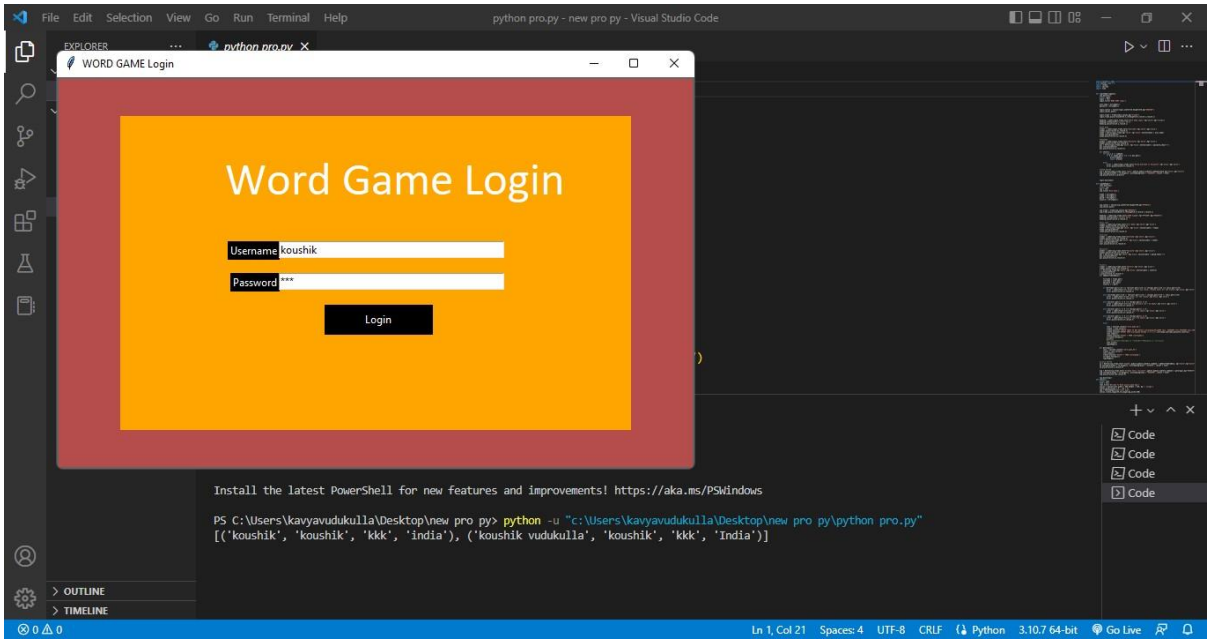
After filling the details in the sign up page:



After signup or if you “Already have an Account?” button the Login page will be opened.

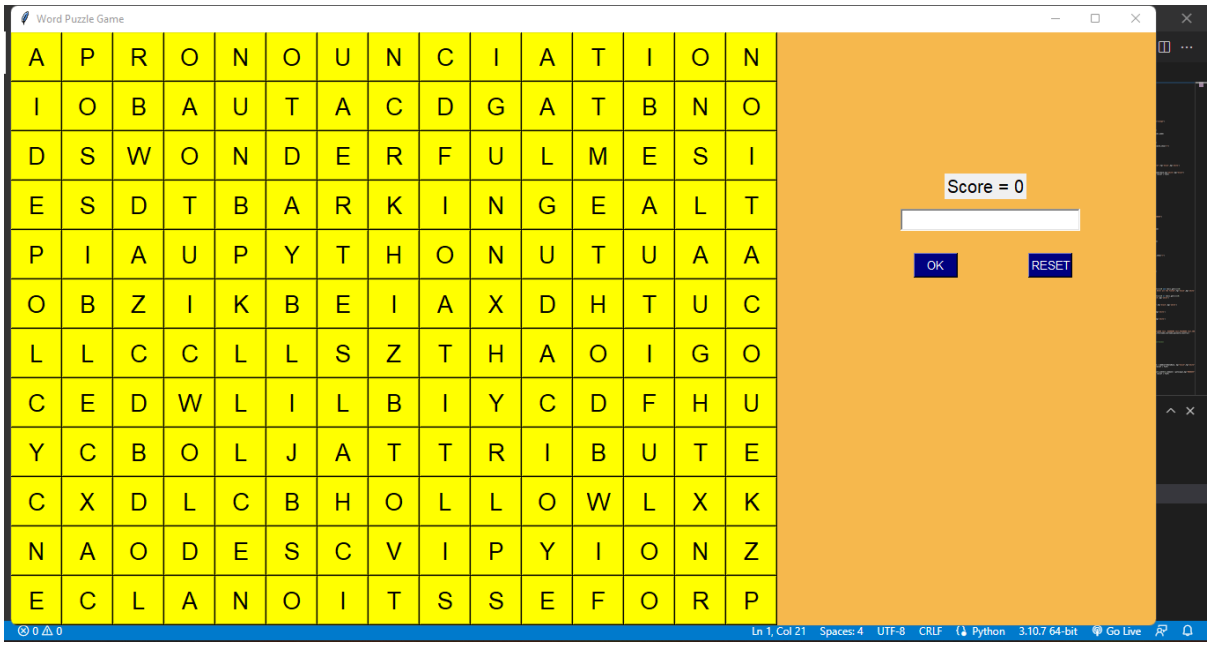
All the details while signup are stored in a data base file.

Login Page:



After entering the correct credentials and pressing login button the Game will opened.

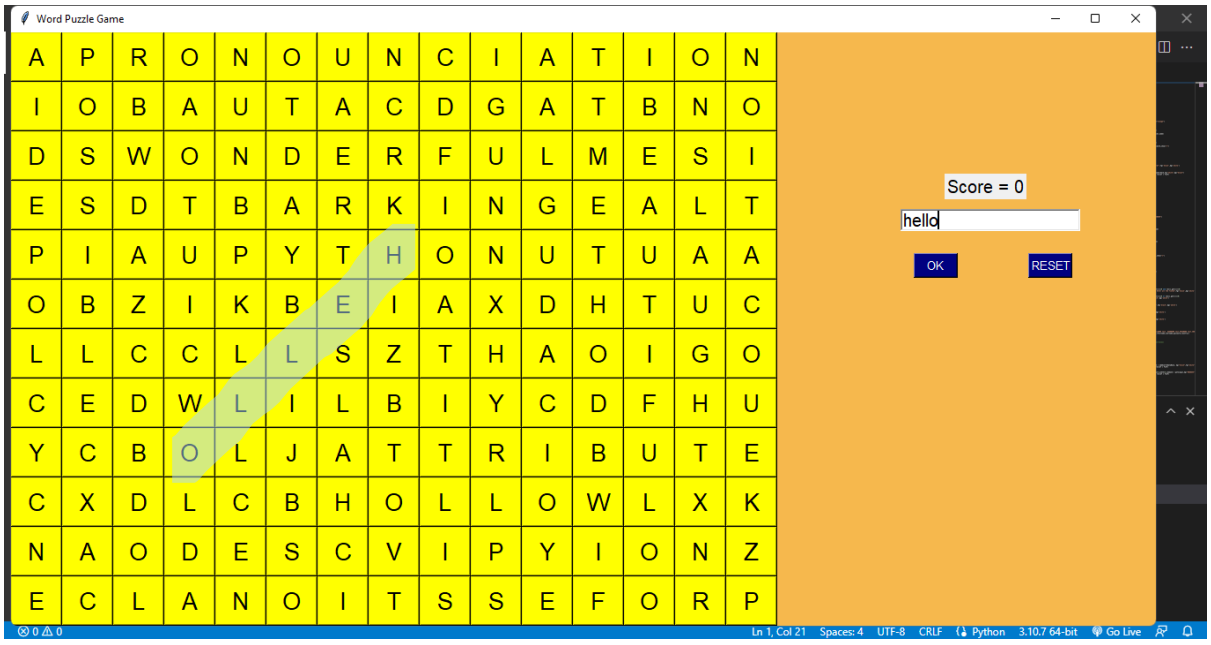
Game page:



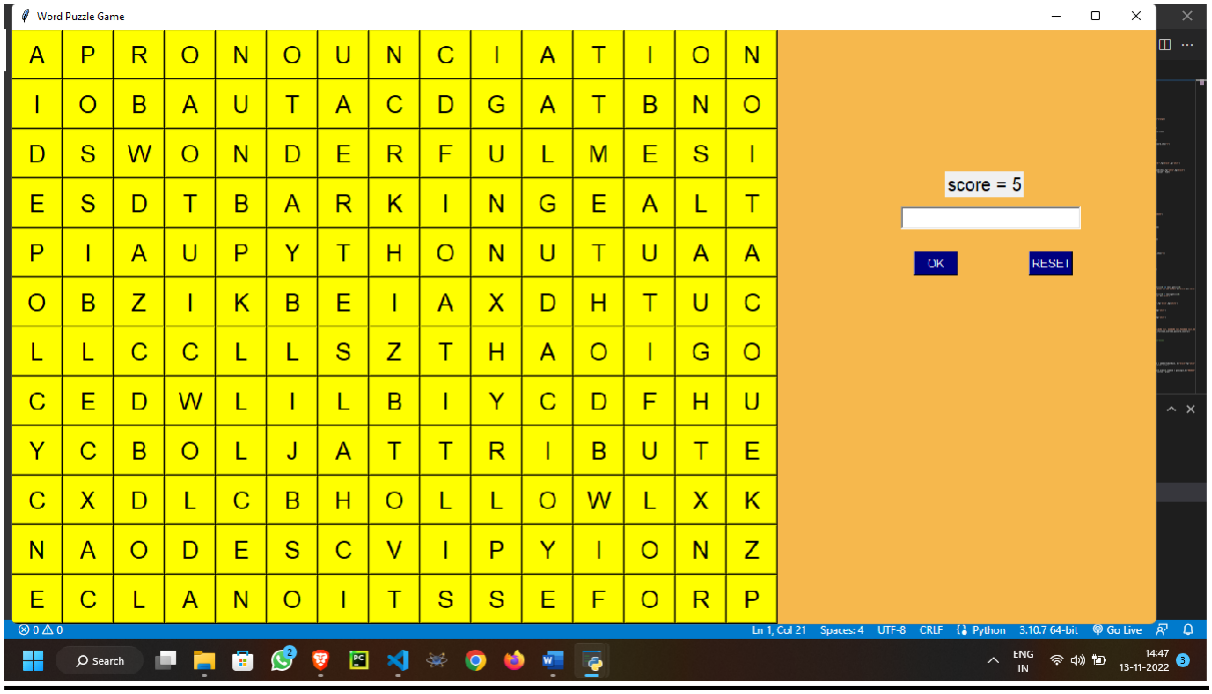
After the game page is opened search the words in the puzzle and type in the text box at the right side of the page.

For Example: Word ‘hello’ is located in the puzzle ‘row 5’ and ‘column 8’ diagonally downward towards left.

Typing hello to see score:

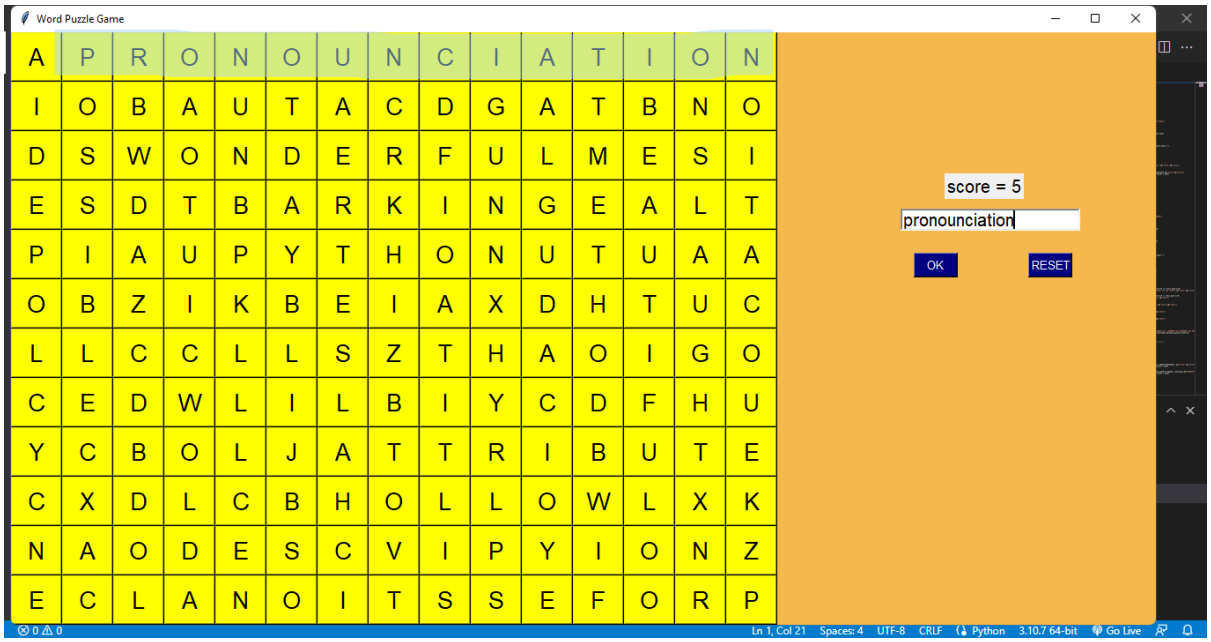


After clicking ‘OK’ button score is displayed if the word exits in the puzzle.

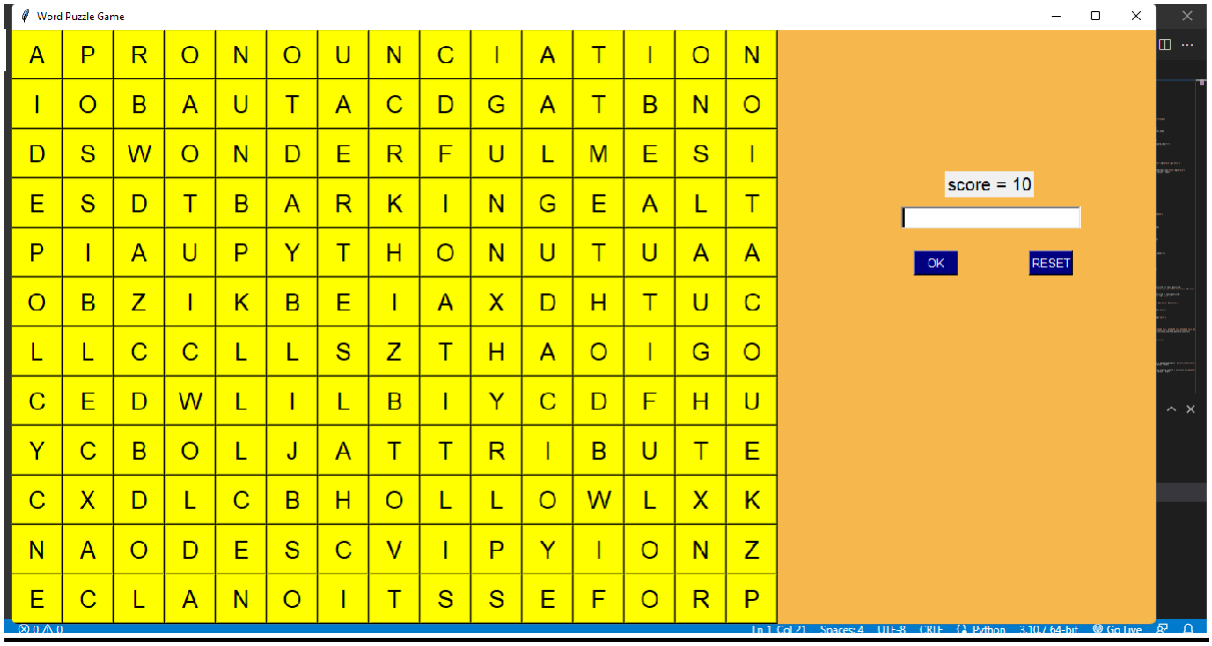


Score ‘5’ is allotted for every correct guess.

Example: Word “pronounciation” in row 1 diagonally.



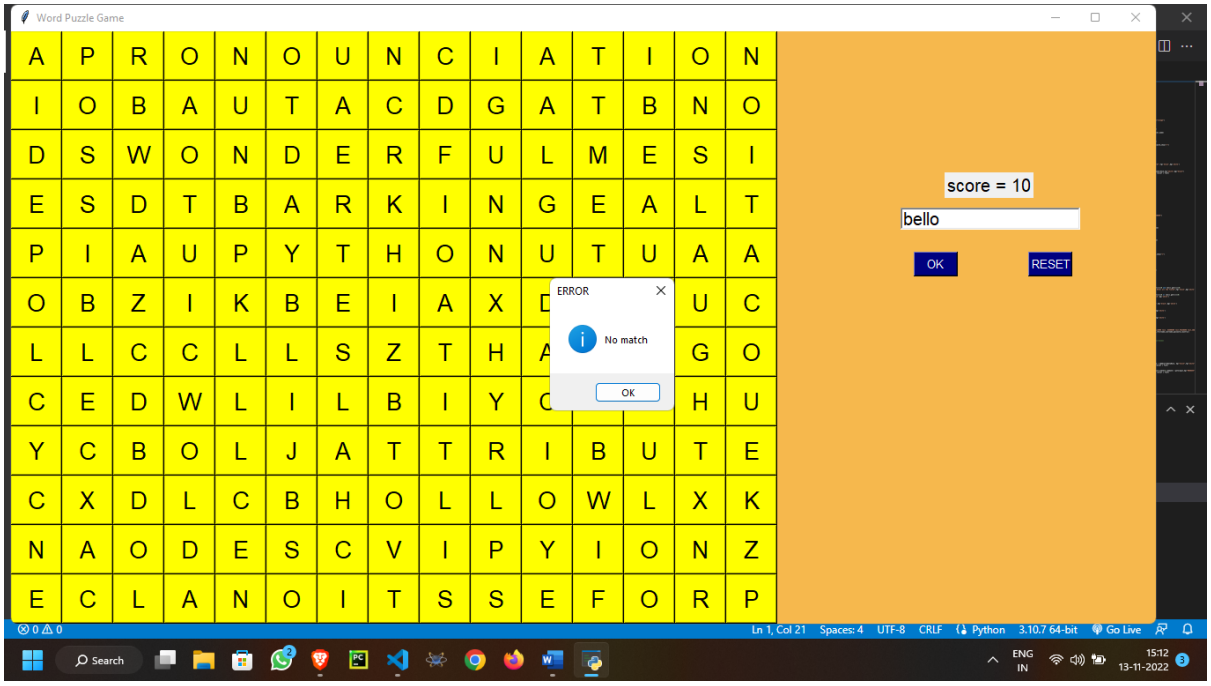
After typing pronunciation in text box press ‘OK’ button to check.



After guessing the second word the score is added to the previous score and total score is displayed.

By using the RESET button you clear the text in the text box.

If a wrong word is entered error message will be displayed in check box.



WORD DONE BY INDIVIDUAL MEMBER:

NAME	***ROLE***	***RESPONSIBILITY***
V. Koushik	Developer	Coding & testing &

TABLE USED:

In this project we have took various function and keywords in order to make it lookattractive and proper functioning without getting any error and as per requirement and maintain the basic requirement as per the topic and basic requirement given to us. Different modules have been used in this python project which can be given anddescribed as:

1. ***Tkinter:*** Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is most commonly used method. It isa standard Python interface to the Tk GUI toolkit shipped with Python. Python withtkinter outputs the fastest and easiest way to create the GUI applications.

2. ***Python 3.7.0:*** Python is a general-purpose programming language. Hence, you canuse the programming language for developing both desktop and web applications. Also, you can use Python for developing complex scientific and numeric applications. Python is designed with features to facilitate data analysis and visualization

3. ***NLTK:*** Natural Language Toolkit, is a Python package that you can use for NLP.A lot of the data that you could be analysing is unstructured data and contains human-readable text. Before you can analyse that data programmatically, you first need to pre-process it.

CONCLUSION:

I would like to conclude that regularly doing word games like crossword puzzles can improve how long you can keep your focus on a desired task. It also activates your working memory. These skills can promote better thinking or cognitive function over a period of time.

By this project the person who plays this game will have clear mind and his vocabulary and multitasking skills will be improved which will help him in his daily life. The word puzzle game is like exercise to the mind which helps the mind to relax and improve concentration.

REFERENCES

- www.google.com
- www.studocu.com
- www.github.com