	Mohammad Ali Jinnah University Karachi
	Computer Programming

Title	**Project Report**
Project	**Word Guessing Game in C++**
Group Members	**MUHAMMAD HAMZA KALEEM (FA23-BESE-0003)** **MUHAMMAD SAFWAN (FA23-BESE-0030)** **USMAN MATLOOB (FA23-BESE-0049)**
Program	**BE. Software Engineering**
Semester	**First Semester (FALL23)**
Course	**Computer Programming**
Teacher	**Lab Instructor: Engr. Bushra Aziz** **Theory Instructor: Engr. Wajiha Arif**
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PROJECT REPORT

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Project Statement

The project is a console-based Word Guessing Game implemented in C++. The game prompts the user to select a category (Fruits, Animals, or Countries) and then challenges them to guess the correct word within a limited number of chances. The words are pre-defined and stored in separate text files for each category.

The game utilizes basic input/output operations to interact with the user. The selected word is initially displayed as a series of underscores, and the user is prompted to guess individual letters. For each correct guess, the corresponding underscores are replaced with the correct letter. The game also tracks the time taken for each question, and if the user takes more than 60 seconds, it automatically moves on to the next question.

The project aims to provide an entertaining and interactive experience for users while testing their knowledge of words in different categories.

Efforts

The implementation includes the following key features:

- User-friendly interface displaying the player's name, and category options.
- Selection of categories (Fruits, Animals, or Countries).
- Reading words from text files corresponding to each category.
- Dynamic tracking of correct and incorrect letter guesses.
- Displaying the progress of the guessed word with underscores.
- Limited (5) chances for each question with a feedback mechanism for correct and incorrect guesses.
- Time tracking for each question and automatic progression to the next question if time exceeds 60 seconds.
- A win/lose message with username based on the user's performance in guessing the words.

The code structure is organized into distinct sections for each category, making it modular and easy to understand. The use of arrays, loops, conditionals, and file input/output operations demonstrates a fundamental understanding of C++ programming concepts.

The game flow is well-structured, providing a balanced challenge for the player. Additionally, the inclusion of a time limit adds an element of urgency to the gameplay.

Overall, the project showcases a commendable effort in implementing a fun and engaging word guessing game in C++.