**PROJECT REPORT**

**Title:** Hangman Game

**Made by: Mubin 20K-0211**

**Faizan 20K-0171**

**BSCS-3C**

**Introduction:** The hangman game we have developed is a more user friendly version of Hangman. This game will not only make the user guess words (character by character), but it will also give the user certain hints, which will make guessing easier! Moreover, the game prevents repetition of mistakes, prints the wrong guesses made, and manages user high score. The aim behind this project was to basically use the x-86 architecture to develop a Hangman game, which is easy and feasible for the user to play.

**Project Specification:** The goal of this project is to make hangman a more interesting game for the user, and increase the difficulty level by the unpredictable length of words. This project will be faster and simpler than the existing systems for both the user, as well as the developer - as it has a minimal use of advanced functions. It will function just like a normal hangman game, with some advanced salient features.

**Problem Analysis:** While making this project, we had faced several problems, and complications. These problems were recognized by continuous testing of the program through various types of inputs, from the perspective of almost every type of user - and hence, they have been resolved accordingly. The major ones included:

Selecting a random word out of 40 words, and printing hints.

.

**Results:** An interactive, user friendly game which provides the user an opportunity to think out of the box, as various types of words, with no common type have been given for the user to guess. This game is comparatively more user friendly, as it has a better interface, as well as the user can have a look at the instructions whenever desired.

**Conclusion:** As a conclusion, the hangman game we have made is having the same traditional way to operate, with additional features, which would encourage the user’s interest in the game, and somehow promote learning of new words.

**Display menu and front page**

**QUIT**

**HOW TO PLAY**

**PLAY GAME**

END GAME

TUTORIAL

SELECTION OF RANDOM ARRAY OUT OF FOUR. (ARRAY6,ARRAY7,ARRAY8,ARRAY9)

SELECTION OF RANDOM WORD OUT OF TEN, OF THAT PARTICULAR ARRAY

STORING THAT WORD IN AN ARRAY CALLED “WORKTODO”

INCREASE COUNT OF WRONG GUESSES IF SUCCEEDING CHARACTER DOESNOT MATCH

PRINTING HINT VOWEL IN THE ENTIRE WORD

CHECKS FOR DOUBLE ENTRY OF CHARACTER

ASK FOR INPUT CHARACTER

CHECKS FOR DOUBLE ENTRY OF WRONG CHARACTER

INCREASE COUNT OF CORRECT GUESS IF THE SUCCEEDING CHARACTER MATCHES

COMPARE CORRECT GUESSES WITH LENGTH OF WORD AND MOVE TO WIN IF CORRECT

END

PRINT THE SCORE AND THE SELECTED WORD IN MESSAGE BOX

ELSE IF WRONG GUESS COUNTER GREATER THAN 6 LOSES