



SCRIPTING SQUAD
SINCE 2023

“FINAL PROJECT”

BANO QABIL 2.0

(2023 – 2024)

(CIT with Python)

INTRODUCTION TO OUR TEAM:



GITHUB LINK:

<https://github.com/muhammadiishaq/BanoQabil-2.0-Python-Course>

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FINAL PROJECT:

“WORD GUESSING GAME”

DESCRIPTION OF OUR GAME:

We designed our program like we provide which make easy to guest the fruit or flower name easily first letter and the last letter of fruit or flower e.g. (a_ _ _ e)=>(apple) or (r_ _e)=>(rose).Where user is allowed to guess the words by alphabets by no of attempts.

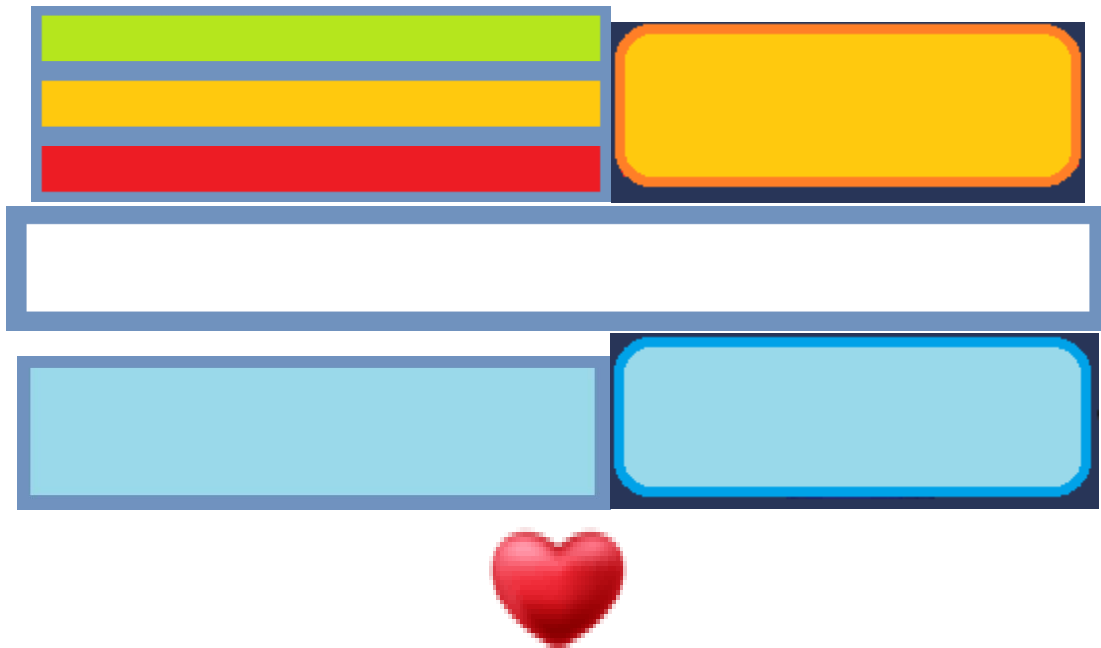
- **HOW IT WORKS?**

When user enter in game they faces a welcome interface , after that they will reach to the game interface by clicking on play button. Step by step user enters their guesses according to their knowledge if they win they will be congratulated if they fail they will be provided with game over interface.

- **EXPLANATION OF CODE AND LOGIC DESIGNS:**

It is designed according to given instructions and in order to make word guessing game this code is provided with while loops and if conditions and further it is also provided with proper indentation to get proper output and proper comments are also included in this code to define what is going on in this coding.

PICTURES WHICH ARE USE IN INTERFACE:



INPUT:

Now I will show you the input code through screen shot.

LIBRARIES/DEPENDENCIES:

```
#import pygame.
```

Go to the terminal of “VISUAL STUDIO CODE” and write “pip install pygame”. Now if you run the python code you will be able to run the game.

INPUT CODE:

Now I will add some screen shot of the input code.

```
#Name: Abdur_Rahman_Naseem
#Email:maninaseem1965@gmail.com
# Student Name :: Muhammad Ishaq
# Email :: muhammadishaqpak801@gmail.com
# Student Name:: Muhammad S/O Furan
# Email:: muhammadfurqanahmedmanji@gmail.com

# -----
# Importing modules
# -----
import pygame
import time
import random

# -----
# Initializing the game
# -----
pygame.init()
gameDisplay = pygame.display.set_mode([800, 600])
pygame.display.set_caption("WORD GUESSING GAME")

# -----
# The Clock
# -----
clock = pygame.time.Clock()
FPS = 15

# -----
# Colors
# -----
white = (255, 255, 255)
```

```
27 white = (255, 255, 255)
28 black = (0, 0, 0)
29 red = (200, 0, 0)
30 green = (0, 150, 0)
31 blue = (40, 50, 80)
32 yellow = (255, 255, 0)
33 light_green = (0, 100, 0)
34 light_yellow = (200, 200, 0)
35 light_red = (150, 0, 0)
36
37 # -----
38 # Importing the Images
39 # -----
```

```

word_guessing_game.py x
word_guessing_game.py > ...

77 # Level 3 lists
78 lst6 = ["sanskrit", "english", "hindi", "mathematics", "chemistry", "physics", "astronomy", "economics", "history",
79 | | "botany"]
80 lst7 = ["cricket", "football", "hockey", "baseball", "basketball", "billiard", "chess", "boxing", "wrestling", "polo",
81 | | "tennis"]
82 lst8 = ["paper", "pencil", "compass", "crayon", "divider", "eraser", "file", "register", "magazine", "tape", "ruler",
83 | | "slate", "glue", "colour", "sheet", "protractor"]
84
85 # Level 4 lists
86 lst9 = ["cinnamon", "menthol", "saffron", "cuminseed", "pepper", "cardamon", "raisin", "cashew", "chestnut", "almond",
87 | | "date"]
88 lst10 = ["cookie", "pizza", "pudding", "porridge", "mayonnaise", "yogurt", "cornflake", "popcorn", "donut", "omelet",
89 | | "riceball", "udon"]
90 lst11 = ["brinjal", "coriander", "cauliflower", "cucumber", "ginger", "jackfruit", "ladyfinger", "mushroom", "pumpkin",
91 | | "spinach", "turnip", "tamarind", "onion", "radish", "gourd", "carrot", "cabbage", "garlic"]
92 lst12 = ["cheese", "biscuit", "butter", "flour", "sugar", "loaf", "bread", "cake", "cream", "yeast", "milk", "honey"]
93
94 # Level 5 lists
95 lst13 = ["sickle", "hammer", "axe", "lance", "sword", "blade", "waterpot", "spear", "screwdriver", "spade", "chisel"]
96 lst14 = ["azure", "crimson", "indigo", "saffron", "scarlet", "vermillion", "purple", "maroon", "golden", "mauve",
97 | | "pale", "lomon"]
98 lst15 = ["anklet", "bracelet", "necklace", "earring", "locket", "brooch", "chain", "silver", "emerald", "topaz",
99 | | "sapphire", "turquoise", "diamond", "amethyst", "aquamarine", "platinum", "pearl"]
100 lst16 = ["library", "university", "temple", "orphanage", "museum", "factory", "church", "theatre", "attic", "courtyard",
101 | | "foundation", "terrace", "verandah", "storey", "railing", "chimney", "kitchen", "bathroom", "basement"]
102
103 # Globalizing the lists
104 global level_1_list
105 global level_2_list
106 global level_3_list
107 global level_4_list
108 global level_5_list
109
110 # Compiling them into individuals lists
111 level_1_list = lst1 + lst2
112 level_2_list = lst3 + lst4 + lst5
113 level_3_list = lst6 + lst7 + lst8
114 level_4_list = lst9 + lst10 + lst11 + lst12
115 level_5_list = lst13 + lst14 + lst15 + lst16

```

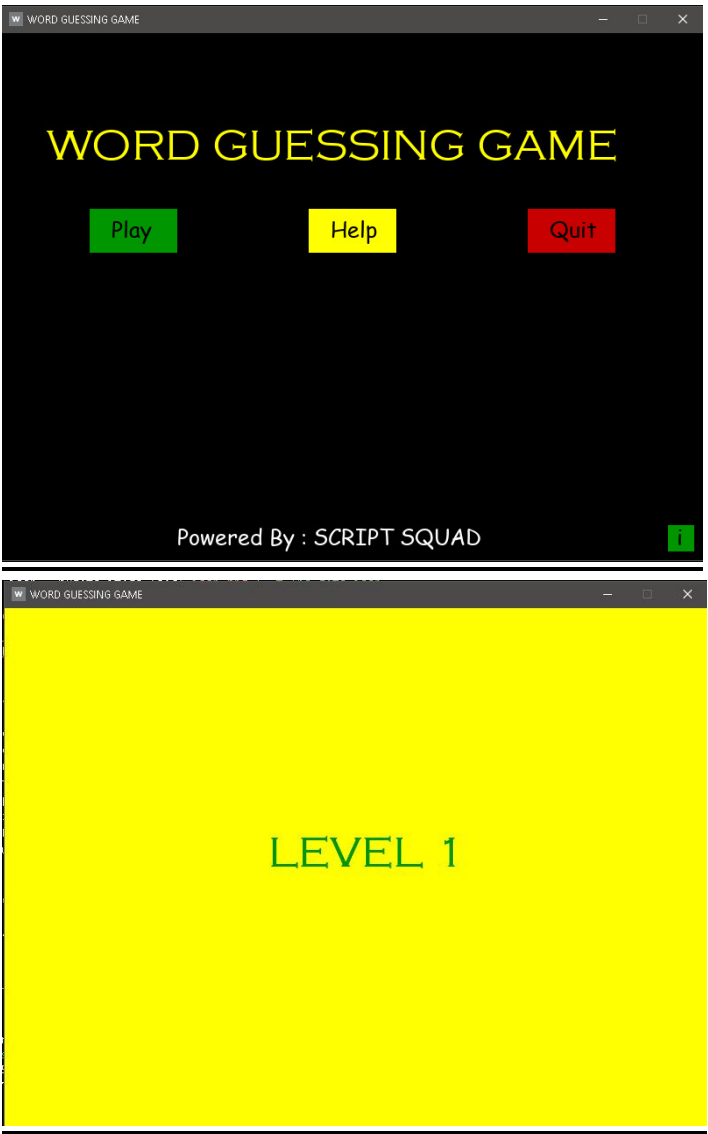
```

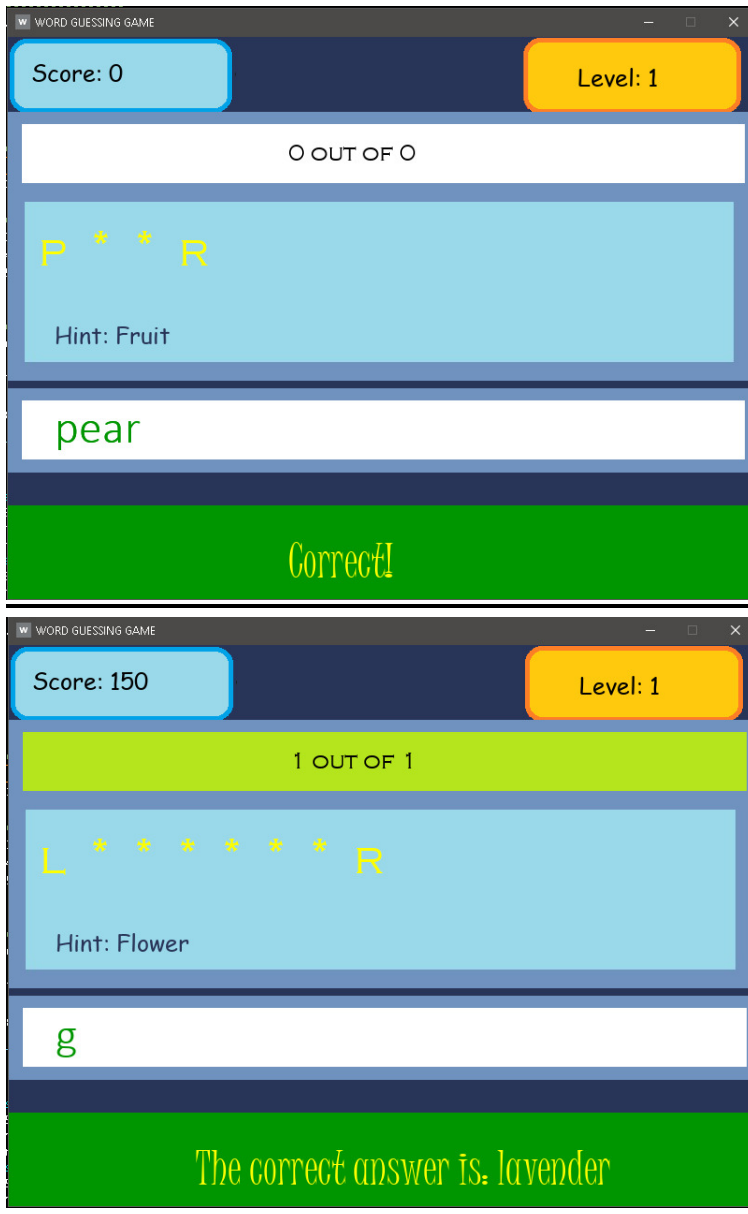
345
346 sExit = False
347 helpLine1 = helpFont.render(text="Bro Read These Instructions (You can Understand this Easily!!):", antialias=True, yellow)
348 helpLine2 = helpFont.render(text=" . You will be given 5 chances for each word", antialias=True, yellow)
349 helpLine3 = helpFont.render(text=" . There is no time limit", antialias=True, yellow)
350 helpLine4 = helpFont.render(text=" . If you think that the word contains certain letter", antialias=True, green)
351 helpLine5 = helpFont.render(text=" . Enter that letter and press Enter", antialias=True, green)
352 helpLine6 = helpFont.render(text=" . If the word contains it, it would be displayed", antialias=True, green)
353 helpLine7 = helpFont.render(text=" . There are 5 levels, and 5 words per level", antialias=True, red)
354 helpLine8 = helpFont.render(text=" . Plus 100 points for each correct word multiplied by the level", antialias=True, red)
355 helpLine9 = helpFont.render(text=" . plus 10 for each chance left", antialias=True, red)
356 helpLine0 = helpFont.render(text=" . 100 points deducted if you couldn't guess the word", antialias=True, red)
357 helpLine01 = helpFont.render(text="We Are Script Squad , Which Includes :", antialias=True, yellow)
358 helpLine02 = helpFont.render(text=" . Abdur-Rahman Naseem Shah", antialias=True, blue)
359 helpLine03 = helpFont.render(text=" . M.Furqan", antialias=True, blue)
360 helpLine04 = helpFont.render(text=" . M.Ishaq", antialias=True, blue)
361
362
363 quitGame = helpFont.render(text="Want to Quit the game!! Come Back Soon I'll Be Waiting For You:-(", antialias=True, red)
364 i = helpFont.render(text="Looks Like !! You Want To Known About US : ", antialias=True, red)
365 playGame = helpFont.render(text="Yeah ! Want to Play with me come on Challenge me!", antialias=True, green)
366 #Making Buttons
367 button1 = helpFont.render(text="Play", antialias=True, black)
368 button2 = helpFont.render(text="Help", antialias=True, black)
369 button3 = helpFont.render(text="Quit", antialias=True, black)
370 button4 = helpFont.render(text="i", antialias=True, black)
371 #Making Footer Title
372 Heading1 = helpFont.render(text="Powered By : SCRIPT SQUAD ", antialias=True, white)
373 level1Start = wordGuessFont.render(text="LEVEL 1", antialias=True, green)
374 # Making BG and displaying the heading

```

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OUTPUT OF THE PROGRAM:





THAT'S ALL FROM US!