Report for Guess The Word Game

As a project work for the course

Python Programming (INT 213)

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LOVELY PROFESSIONAL UNIVERSITY

GUESS THE WORD GAME

20TH NOVEMBER 2021

ABSTRACT: -

Guess the Word Game is a python program that is a single-player game in which the player must guess all the supplied jumbled words. The project was made using the Pygame module, which is a collection of different Python modules for game development. By pressing the start button and selecting a category, the project may be started. Programming Languages, Operating systems, Android Versions, Python Keywords, and more categories are included in the project. To obtain a score, the player must guess the supplied jumbled word. This project is entertaining and user-friendly, and you may use it to teach others.

ACKNOWLEDGEMENT: -

I would like to thank my mentor – Prof. Ankita Wadhawan for her advice and inputs on this project. Many thanks to my friends and seniors as well, who spent countless hours providing feedback.

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INTRODUCTION: -

1.1 *Context*

This project has been done as part of my course for the CSE at Lovely Professional University. Supervised by Ankita Wadhawan, I had three months to fulfill the requirements to succeed in the module.

1.2 *Motivation*

A game is an interactive way to spend leisure time and even pass the time. People of all ages enjoy playing games. So, as a group project, we have decided to make a game which also provides knowledge about various tech related stuff. We also wanted to make this project in a fun way, and what better fun than a game.

1.3 *Idea*

The project contains only the user side. The user can start the quiz by clicking on the start button. Also, you can choose the type of words, you want to solve in quiz. The user can change jumbled words if they do not know the correct word for it. This app project just contains the user section. The user has to click on the start button, then choose the field to play in. The jumbled words will be displayed on the screen and you have to type its correct form. You can change the words if you are not able to guess the correct form. Also, you can check the answer at first, if you have the points. The design of this project is pretty simple so that the user won't find any difficulties while working on it.

TEAM MEMBERS: -

TEAM LEADER: -

S Sanjay Dharsan: -

Contributions: -

1. Coding (Joined)
2. GUI (Joined)

Madugula Bhargav Sai: -

Contributions: -

1. Coding (Joined)
2. Report (Joined)

Modules: -

Tkinter: -

Tkinter is the standard GUI library for Python. Python when combined with Tkinter provides a fast and easy way to create GUI applications. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

Python Imaging Library (PIL): -

Python Imaging Library is a free and open-source additional library for the Python programming language that adds support for opening, manipulating, and saving many different image file formats.

Import: -

When the import is used, it searches for the module initially in the local scope by calling __import__ () function. The value returned by the function is then reflected in the output of the initial code.

Random: -

Python Random module is an in-built module of Python which is used to generate random numbers. These are pseudo-random numbers means these are not truly random. This module can be used to perform random actions such as generating random numbers, print random a value for a list or string, etc.

Messagebox: -

The tkMessageBox module is used to display message boxes in your applications. This module provides several functions that you can use to display an appropriate message.

Datetime: -

The DateTime module supplies classes for manipulating dates and times. While date and time arithmetic is supported, the focus of the implementation is on efficient attribute extraction for output formatting and manipulation.

Widgets: -

Label: -

Tkinter Label is a widget that is used to implement display boxes where you can place text or images. The text displayed by this widget can be changed by the developer at any time you want. It is also used to perform tasks such as underlining the part of the text and spanning the text across multiple lines.

Button: -

The Button widget is used to add buttons in a Python application. These buttons can display text or images that convey the purpose of the buttons. You can attach a function or a method to a button which is called automatically when you click the button.

Text: -

Text Widget is used where a user wants to insert multiline text fields. This widget can be used for a variety of applications where multiline text is required such as messaging, sending information or displaying information, and many other tasks. We can insert media files such as images and links also in the Textwidget.

PhotoImage: -

This is a Tkinter method which means you don’t have to import any other module to use it.

Geometry Management: -

Pack(): -

The Pack geometry manager packs widgets in rows or columns. We can use options like fill, expand, and side to control this geometry manager.

Grid(): -

The Grid geometry manager puts the widgets in a 2-dimensional table. The master widget is split into a number of rows and columns, and each “cell” in the resulting table can hold a widget.

Functions: -

start_main_page(): -

The main function is like the entry point of a program. However, the Python interpreter runs the code right from the first line. The execution of the code starts from the starting line and goes line by line.

Destroy(): -

The destroy() method in Tkinter destroys a widget. It is useful in controlling the behavior of various widgets which depend on each other. Also when a process is complete by some user action we need to destroy the GUI components to free the memory as well as clear the screen.

Geometry(): -

This method is used to set the dimensions of the Tkinter window and is used to set the position of the main window on the user’s desktop.

Option() : -

This is the string of option letters that the script wants to recognize, with options that require an argument should be followed by a colon (:)

Randrange(): -

The *randrange()* function is used to generate a random number between the specified range in its parameter. It accepts three parameters: starting number, stop number, and width, which are used to skip a number in the range.

Back(): -

This function is used to redirect to the previous page by using the destroy widget and importing the desired window.

change(): -

This function changes the words by using the randrange function.

Check(): -

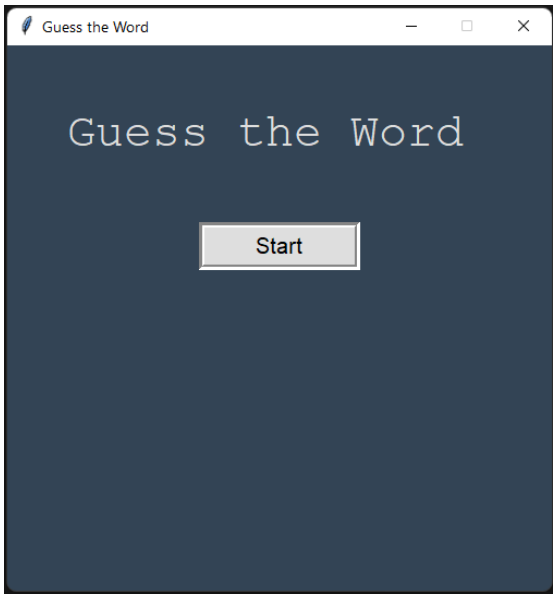
This function takes the input of the user and if the input of the user is correct then the score gets updated by showing up a message box.

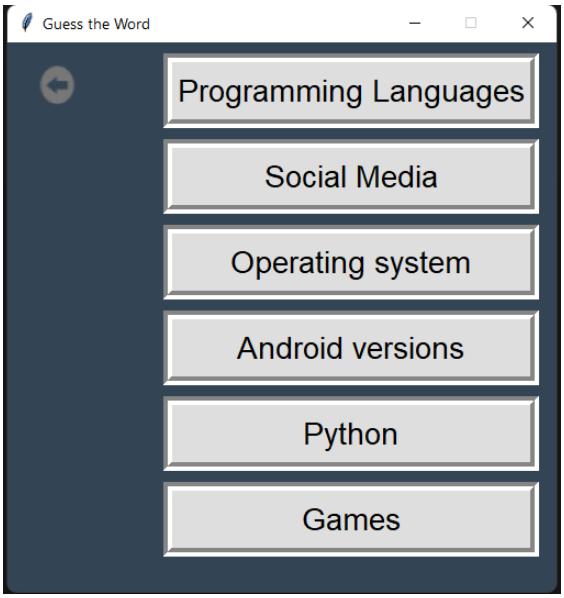
Overview of the project: -

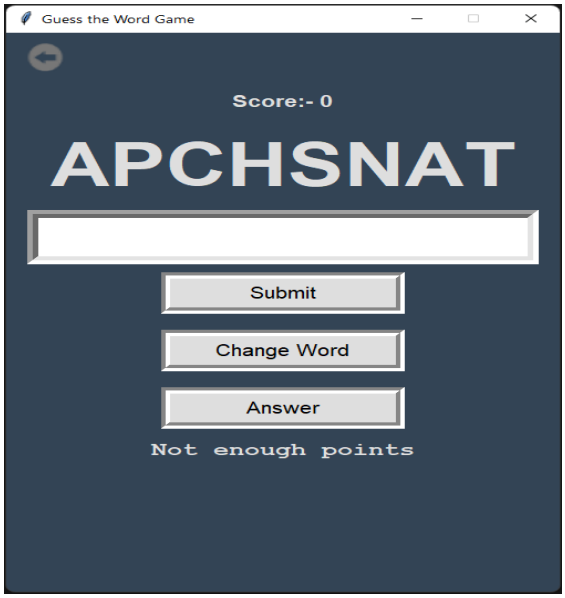
Firstly, we have used the Tkinter module for creating a window and then used the background attribute for changing the background color of the application and then used a button for redirecting to the page where the different options are displayed using the button widget.

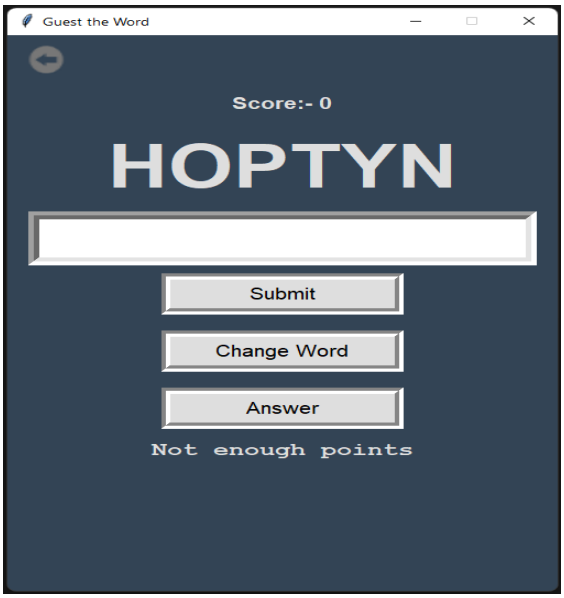
The user must select one of the options displayed there and then get redirected to another window where different functions are displayed. You will find a jumbled word there for which the user has to answer and for every correct answer the score gets increased, and a message box appears saying "Correct Answer!". Which is done using the messagebox module. If the user gives a wrong answer a point another message box appears saying "Incorrect Answer". Also, the score gets increased by 1 point for every correct answer. There are also buttons named change word and answer. When the user clicks the answer button 1 point gets decreased. There is also a back button that is used to redirect to the previous window.

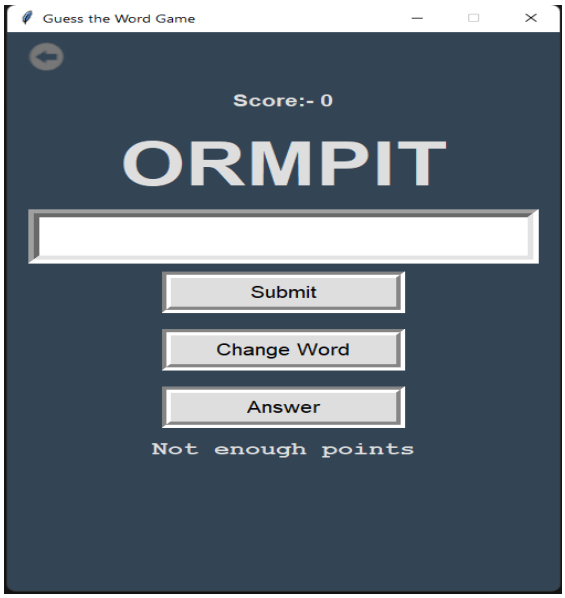
Screenshots: -

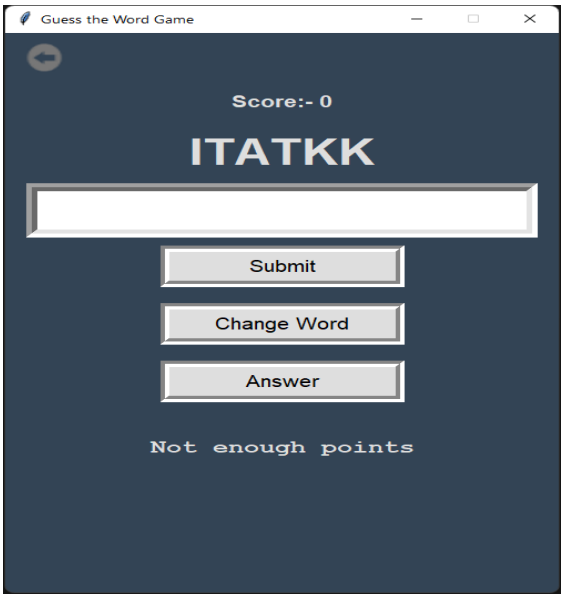


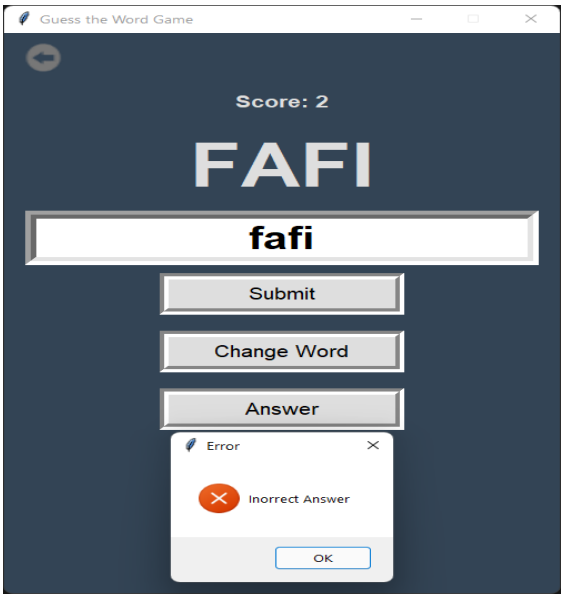







Guess the Word Game
Score:- 0
ORMPIT
Submit
Change Word
Answer
Not enough points


Guess the Word Game
Score:- 0
ITATKK
Submit
Change Word
Answer
Not enough points


Guess the Word Game
Score: 2
FAFI
fafi
Submit
Change Word
Answer
Error
Inorrect Answer
OK


Guess the Word Game
Score: 2
EEFIFRRE
freefire
Submit
Change Word
Answer
correct
Correct Answer
OK

GitHub Link: -

https://github.com/Bhargav-LPU

https://github.com/sanjaydharsans

Reference: -

Python Tutorial (w3schools.com)

Biggest Online Tutorials Library (tutorialspoint.com)

GeeksForGeeks.com