**NITTE MEENAKSHI INSTITUTE OF TECHNOLOGY**

(AN AUTONOMOUS INSTITUTION)

(AFFILIATED TO VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELGAUM, APPROVED BY AICTE & GOVT.OF KARNATAKA)



MINI PROJECT REPORT

ON

**THE HANGMAN GAME**

*Submitted by:*

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2. *Chandan Krishna Jalisatgi* 1NT17CS405

*Submitted in partial fulfilment of the requirement for the award of Degree of BACHELOR OF ENGINEERING*

**Under the Guidance of Signature**

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Academic Year 2017-18

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**CERTIFICATE**

**This is to certify that the Mini Project Report**

**THE HANGMAN GAME**

In an authentic work carried out by:

1. *Prashant Shah* 1NT16CS214
2. *Chandan Krishna Jalisatgi* 1NT17CS405

In partial fulfilment of the requirements for the completion of Mini Project for the academic year 2017-2018.

Name & Signature of the Guide Name & Signature of HOD

Mr. Ramesh Naidu Dr. Thippeswamy M. N.

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Name & Signature of the Examiner

**ACKNOWLEDGEMENT**

The credit for the successful completion of this project work goes beyond our own work, to those people who have always been with us throughout. And we take this opportunity to express our heartfelt gratitude to each one of them.

We express our deep gratitude to our HOD **Dr. Thippeswamy M. N.** and our guide, **Mr. Ramesh Naidu**, Department of Computer Science and Engineering, for their valuable suggestions, support, encouragement that enabled us to complete this project successfully

We extend our thanks to the faculty of Department of CSE for their effort and endurance to bring out the best in all of us.

Finally, we would like to thank our beloved friends and dear ones for standing with us in all tough times

**ABSTRACT**

In our project, we provide a platform for the player to take advantage of our project in an enjoyable way. As per our Project title "The Hangman Game", described in such a way that there will be three types of categories of words. Categories named as Animals, Country, and Public Figure. Player need to choose any of these categories and randomly any one of the words will be displayed on the screen secretly. Then the player needs to guess the letter one by one. If the letter is present in the word, then he/she need to choose next possible letter. If the player does mistake choosing the correct letter, his lifeline will be reduced by one. Hence any player can do mistake more at most 4 times. If he/she does the mistakes 5 times before he/she finding the actual word, then the game will be over.

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