

Automating Word Guessing game using Word2Vec

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Abstract

Online word hunting/searching games are very common these days. In a typical game, each question would have a couple of pictures and a phrase or a word clue. The answer to each question would be a word that is in context to all the given clues. For example., if a question consists of pictures of a flask, a snake and a computer, then the probable answer could be Python. This is because, "Flask" is a Python framework and Python is a "snake" and Python is also related to "computers". These questions would usually be set by the organizers of the competition. In this paper, I'd like to present a way of automating this process of question making using Word2Vec and Deep Learning with Natural Language Processing.