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**U**NIVERSITY

### **Word Puzzle Game**

### **Pre-Submission Report**

Course Name: - INT213

Python Programming

### **Submitted To**

“School of Computer Science & Engineering”

**Lovely Professional University**

### **Submitted By: -**

Name

Roll No.

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Jyotiraditya Singh	RK21QTB66

## Introduction

### Project Title

Design a Puzzle Game in which, various letters will be shown in a table and he/she can move horizontally, vertically or diagonally in order to make meaningful words.

### Project Description

The minimum requirement of GUI as follows:

Group 12-Find word

A	B	C	D	W	X	K	L				
X	E	I	J								
M	A			A							
	U				V						
	T	E	C	H	N	O	L	O	G	Y	
	I						J				
	F							A			
	U								V		
	L	I	B	R	A	R	Y			A	

Score = 0

I

Submit

You have 1 minute

Use Above Written words in your puzzle game and size of metrics will be  $N*N$ .

In this project we are going to develop a puzzle game which is GUI based using python programming language.

Word games (also called word game puzzles) are spoken or board games often designed to test ability with language or to explore its properties.

Word games are generally used as a source of entertainment, but can additionally serve an educational purpose. Young children can enjoy playing games such as Hangman, while naturally developing important language skills like spelling. While Hangman is a seriously dark game, what we like to focus on is the development of the children. Researchers have found that adults who regularly solved crossword puzzles, which require familiarity with a larger vocabulary, had better brain function later in life.

This project will be a dependent on user only, as there will be many English words will be hidden and user have to find them one by one.

## **Project Description**

This game will consist of table with many alphabets set in a random order and many English meaningful words will be hidden between them. User have to find them one by one as soon as possible.

Then we will have table of alphabets and background will be of beautiful solid color.

At the right side of table will have “Content of Words”, this section it will contains all the words those are hidden in that table. So that it will be easy for the user to search for a particular word.

At the right side we will have “SUBMIT” button.

In this project we will take various function and keywords in order to make it look attractive and proper functioning without getting any error and as per requirement and maintain the basic requirement as per the topic and basic requirement given to us.

## **Python Module**

For making the word puzzle game we will use various functions, inputs and python libraries but mainly we will use tkinter.

### **PythonGUI – Tkinter**

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter outputs the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.

#### **To create a tkinter:**

- Importing the module – tkinter
- Create the main window (container)
- Add any number of widgets to the main window
- Apply the event Trigger on the widgets.

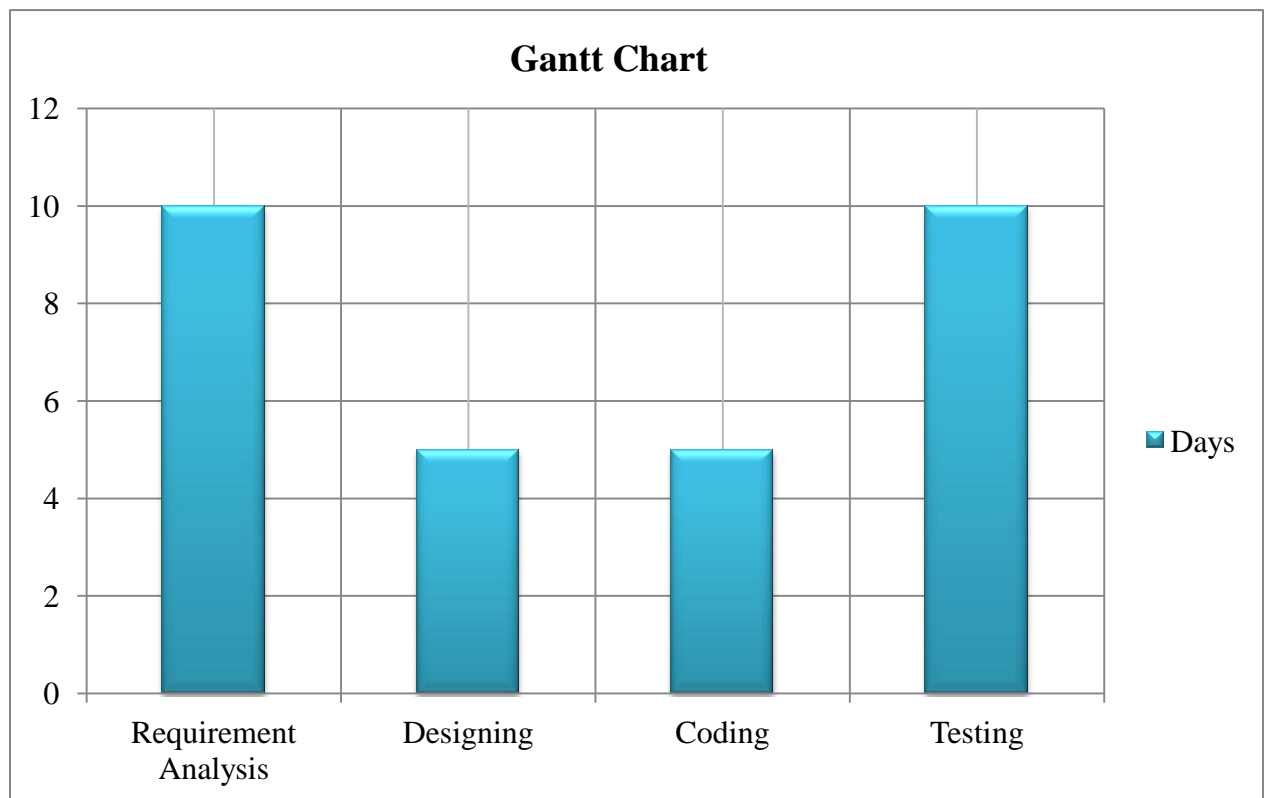
## Roles & Responsibilities

1. **RK21QTA17**: - Interface of the game
2. **RK21QTB41**: - SUBMIT button
3. **RK21QTB66**: - Content inside table and working of game.

Name	Modules	Responsibilities
Samriddh Yadav RK21QTA17	Interface of the game	UI Designing
Bhagwat Kapoor RK21QTB41	SUBMIT button	Button Designing & Coding
Jyotiraditya Singh RK21QTB66	Content inside table and working of game	Functioning of the game & coding the table

## Timelines

Module(s)	Start Date	End Date
Requirement Analysis	01/10/2022	10/10/2022
Designing	10/10/2022	15/10/2022
Coding	15/10/2022	20/10/2022
Testing	20/10/2022	30/10/2022



## **Button Functions**

### **Submit Button**

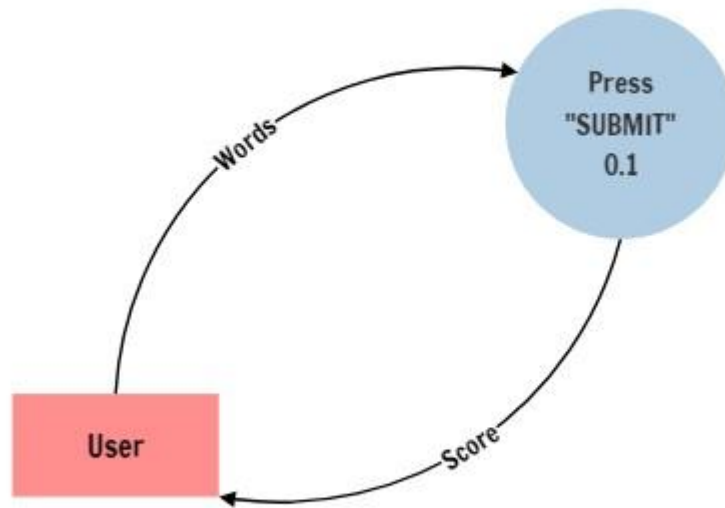
In SUBMIT button, if user is satisfied with his/her entries, then he/she can press SUBMIT button to see his/her result.

### **Table**

Table will be of  $N * N$  order with many alphabets set in a random order and with 6-7 meaningful words hidden in it.

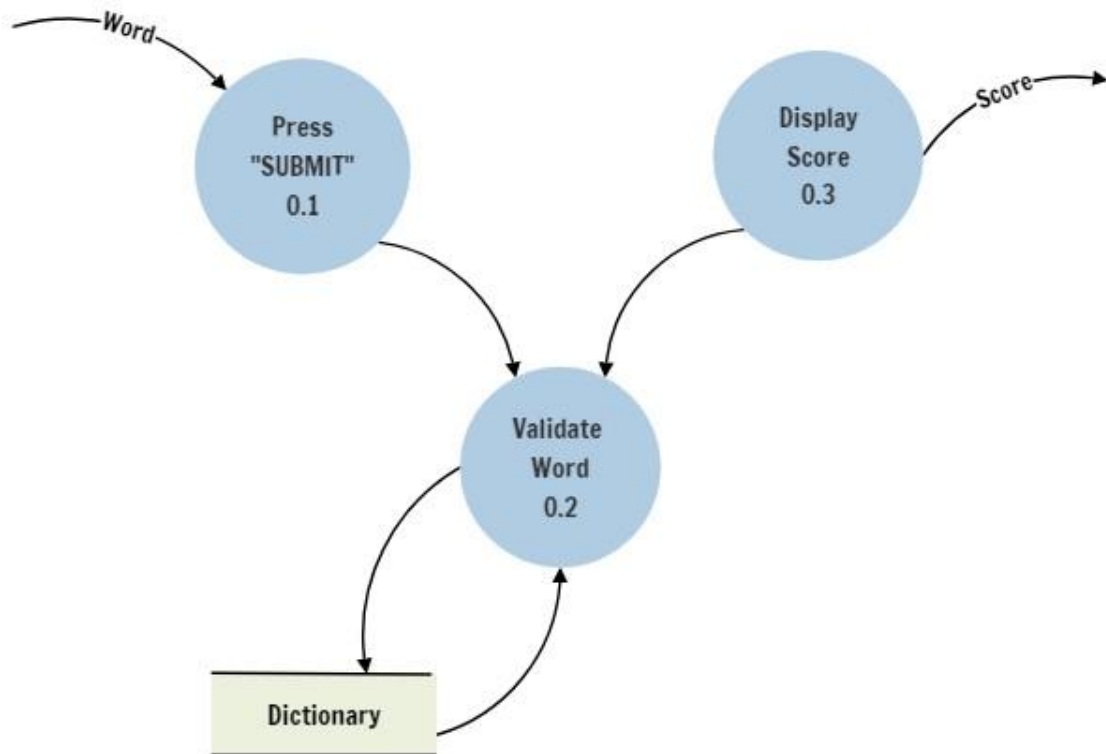
## DFD (Data Flow Diagram)

### Level 0 DFD

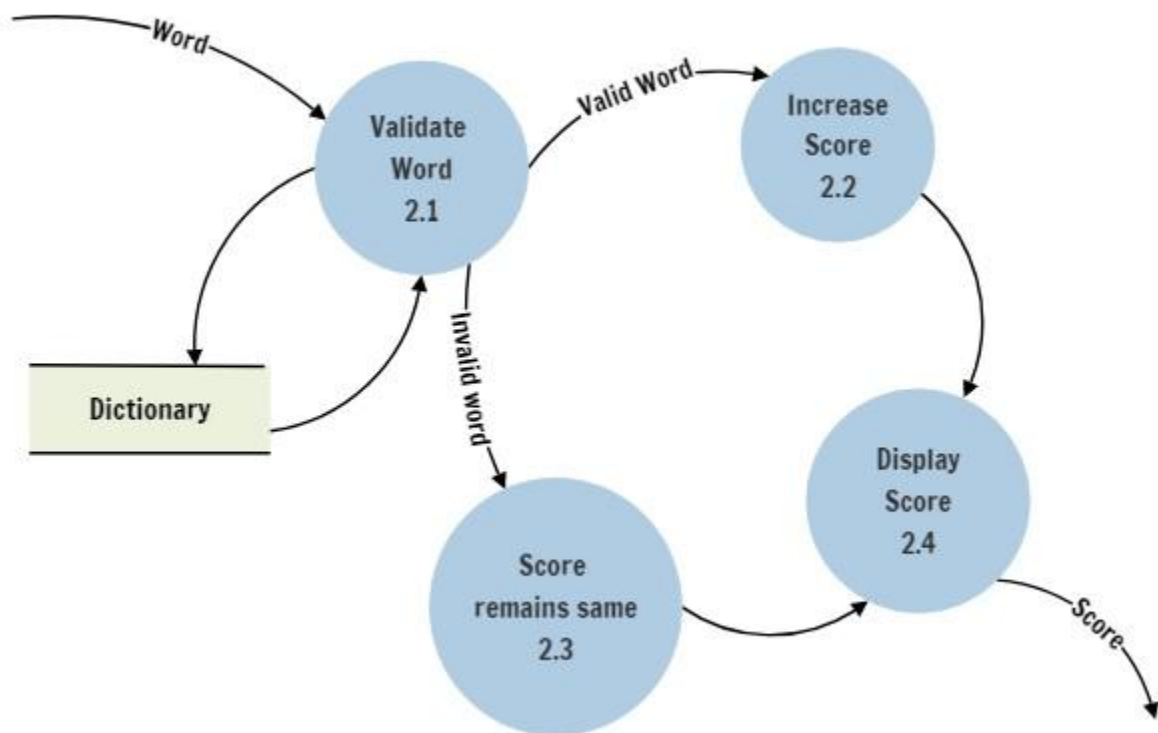




## Level 1 DFD



## Level 2 DFD



## **BIBLIOGRAPHY**

1. <https://www.smartdraw.com/> “For Making DFD(s)”
2. <https://www.w3schools.in/> “Use of tkinter”
3. <https://www.programcreek.com/> “Use of nltk.corpus.words.words()”