**DAYANANDA SAGAR UNIVERSITY**

**School of Engineering, Kudlu Gate, Bangalore-560068**



**CERTIFICATE**

*This is to certify that* ***Ms. SRISHTI RANJAN*** *bearing USN* ***ENG18CS0284*** *has satisfactorily completed her Mini Project as prescribed by the University for the* ***3rd*** *semester B.Tech. programme in Computer Science & Engineering during the year* ***2019-2020*** *at the School of Engineering, Dayananda Sagar University, Bangalore.*

Date:

Signature of the faculty in-charge

|  |  |
| --- | --- |
| Max Marks | Marks Obtained |
|  |  |

Signature of Chairman

Department of Computer Science & Engineering

**DECLARATION**

We hereby declare that the work presented in this mini project entitled-

“THE HANGMAN GAME”, has been carried out by us and it has not been submitted for the award of any degree, diploma or the mini project of any other college or university.

SRISHTI RANJAN-(ENG18CS0284)

V.A.S KIRANMAYEE-(ENG18CS0304)

**ACKNOWLEDGEMENT**

The satisfaction that accompanies the successful completion of task would be incomplete without the mention of the people who made it possible and whose constant guidance and encouragement crown all the efforts with success.

We are especially thankful to our **Chairman, Dr. M K Banga**, for providing necessary departmental facilities, moral support and encouragement.

We are very much thankful to **Prof. Nandini K**, for providing help and suggestions in completion of this mini project successfully.

We have received a great deal of guidance and co-operation from our friends and we wish to thank all that have directly or indirectly helped us in the successful completion of this project work.

SRISHTI RANJAN-(ENG18CS0284)

V.A.S KIRANMAYEE-(ENG18CS0304)

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**ABSTRACT**

The aim of this project was to develop a light-weight game coding for everyone to enjoy. Therefore we have decided to bring the old school game HANGMAN to the reality of digital age. We wouldn’t let our old school memories die with time, so we put our minds together to create a game which can be enjoyed by people of all ages.

We used the arrays data structures fir this project. This is a two player game where player 1 will enter the name of the movie for his friend to guess. Thus the game begins.

Then the system is handed off to the second player where the actual game starts. The second player is asked to start guessing the name of the movie letter by letter. If the letter is guessed wrong the body parts of the man starts to draw. Since the number of tries the player 2 gets is 6, there are 6 body parts to be drawn; those are the head, the abdomen, the left and right arm and the left and right leg.

Once the picture of the man is complete (the number of tries is 0), the man is hung and the second player has lost the game.