## DAYANANDA SAGAR ACADEMY OF TECHNOLOGY AND MANAGEMENT

# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING FOURTH SEMSESTER

### **MINIPROJECT SYNOPSIS-SEPTEMBER -2023**

### <u>TITLE:</u> A Digital Twist on Classic Entertainment - Hangman Game in the Digital Age

- 1. SAMARTH SRIVASTAVA (1DT21CS131)
- 2. SHIVAM ANAND (1DT21CS143)
- **3. SHREYA RAI (1DT21CS144)**
- 4. SHUBHAM TULSYAN (1DT21CS147)
- 5. SIDDHARTH KUMAR (1DT21CS148)

### **ABSTRACT**

The Hangman game, a timeless word puzzle, has undergone a remarkable transformation in the digital age. This paper explores the evolution of Hangman from its origins as a pen-and-paper game to its modern digital adaptations. We delve into the history of Hangman, tracing its roots back to the 18th century, and highlight its enduring appeal as an engaging word-guessing game.

In the digital realm, Hangman has not only retained its core gameplay but has also experienced innovative enhancements and adaptations. The advent of smartphones and web-based platforms has made Hangman readily accessible to a global audience. This accessibility has led to the development of various versions of the game, including single-player, multiplayer, and themed variations.

Furthermore, we analyse the educational potential of Hangman in fostering language skills, vocabulary, and critical thinking. The game's simplicity, coupled with its capacity to challenge players of all ages, has made it a valuable tool in both formal and informal learning environments.

As we explore Hangman's digital evolution, we discuss the integration of interactive graphics, sound effects, and user-friendly interfaces that enhance the gaming experience. We also highlight the social aspects of digital Hangman, such as online multiplayer modes and the use of chat functions, which facilitate virtual social interactions among players.

### **CONCLUSION**

In conclusion, this paper sheds light on how the Hangman game has successfully adapted to the digital age, preserving its fundamental gameplay while embracing new technological possibilities. We also consider the potential for future developments and innovations in the world of digital word games, emphasizing the enduring appeal of Hangman as a source of entertainment, education, and social interaction.