**Project Title:**

**ArcadeHub – Python based Program featuring Classic Games**

## Objective:

To develop an engaging Python program that combines multiple classic games like Tic Tac Toe, Connect Four, and Hangman. It provides a fun way to improve logic, vocabulary, and strategic thinking through a colorful and interactive interface, all in one place.

## Features:

- Central main menu to navigate between games

- Tic Tac Toe – Two-player mode with win/draw logic

- Connect Four – Colorful 6x7 grid with vertical/horizontal/diagonal win detection

- Hangman – Random word guessing with a visual hangman drawing using canvas

- Restart and Exit options in each game

- Simple, consistent UI using Tkinter widgets

## Tools/Libraries:

- Python

- Tkinter – for GUI

- random – for Hangman word choice

- os, time – for animations or delay effects

## Timeline (Approx 1 Week):

| Day | Task |
|---|---|
| **Day 1** | Finalize the idea, and make documentation |
| **Day 2** | Brainstorm and list all planned features for each game. Begin logic drafting and sketches |
| **Day 3** | Finalize logic for Tic Tac Toe, Connect Four, and Hangman |
| **Day 4** | Design the main menu and basic window layout using Tkinter |
| **Day 5** | Integrate all games into a single Tkinter interface and add styling |
| **Day 6** | Testing all games, fixing bugs |
| **Day 7** | Final review and official submission |

## Team Members & Roles:

| Member | Role |
|---|---|
| **Zubia Tanoli** | Hangman logic, word list, integration + testing |
| **Kashaf Qureshi** | UI design, Connect Four logic |
| **Umama Jadoon** | Tic Tac Toe logic, UI polish, documentation |