

Domain : Game Development

Batch No : C34



**G. Narayanamma Institute of Technology & Science (For Women) (Autonomous)**

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**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**  
**<GN-R-18> (2022 - 2023) II B.Tech II Sem Hobby Project**  
on "HANGMAN"

**Abstract**

The problem statement of this project is to provide a sophisticated mode to play one of the popular games "Hangman" virtually. We usually see a lot of people playing this game on paper. Instead of using paper we can play virtually to make it much easier and interesting.

In the game of Hangman, the computer chooses a word at random from a given list of words. This word is the answer. The player then tries to guess the word, by guessing one letter at a time. Whenever the user guesses a letter that is in the answer, all occurrences of that letter are revealed to the user. The game ends when the user has guessed every letter in the word, before he reaches the allowed number of strikes (usually 5). This program is an interactive Hangman game.

**H/W & S/W Requirements**

H/W-Intel core i5 processor or equivalent. Windows 10 or 11.

S/W-C++ including different libraries.

\*Dept R&D: Yes / No



\* If No : GNITS



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