VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI-
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A MICRO PROJECT REPORT ON
"Hangman Game Project using C"

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2020–2021

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CERTIFICATE

This is to certify that the Micro-Project entitled **"Hangman Game Project using C"** has been Successfully Completed by

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The bonafide students of **Department of Basic Sciences, Alva's Institute of Engineering and Technology,** affiliated to VISVESVARAYA **TECHNOLOGICAL UNIVERSITY, BELAGAVI,** during the academic year 2020–2021. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report. The report has been approved as it satisfies the academic requirements in respect of Micro-Project work prescribed for Bachelor of Engineering.

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Dr. Nandini P
Mini Project Guide

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ABSTRACT

The Hangman Game is a very simple project created in C to demonstrate that games can also be created in C. This game project's coding is done in such a way that the user finds the game to be very engaging while playing it. During the development of the project, no graphics, user-defined functions, or user-defined header files were used. The hangman project is designed to be extremely user-friendly. With the help of the GCC compiler, this project is created in the IDE code:: Blocks. When we start the game, we'll be asked to guess one character. The user is given five attempts to guess the characters