



FINAL YEAR PROJECT REPORT

HANGMAN VOICE OVER

In fulfillment of the requirement
For degree of
BSE (SOFTWARE ENGINEERING)

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HANGMAN VOICE OVER

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This report is submitted as required for the Project in accordance with the rules laid down by the Bahria University as part of the requirements for the award of the degree of Bachelor of Engineering. I declare that the work presented in this report is my own except where due reference or acknowledgement is given to the work of others.

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Acknowledgments

In the name of ALLAH, the Most Gracious, the Most Merciful, at each beginning, we express our appreciation to Almighty ALLAH for showering his blessings and endowments upon us to finish this project.

Through this acknowledgment, we express our sincere gratitude to all those people who have been associated with this project and have helped us with it and made it a worthwhile experience.

Firstly, we extend our thanks to the Final year project coordinator Engr. Nabiha Faisal and Engr. Ayesha Anees Zaveri who arranged and managed all the presentations and understood all of our problems in a good manner and effectively. Without her management skills we might have faced a lot of problem.

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More importantly, we might want to express gratitude toward Almighty Allah who made all things conceivable.

Abstract

The main goal of this project is that games are developed to provide entertainment, reduce stress, and sharpen the minds of players. Games are now the top category and the number of customers playing games on mobiles has increased tenfold in the last year, and it seems like the invention of every new technology comes along with games. On most new platforms, games are one of the first things that people try. The purpose of the program is to have some fun at work when you've finished all of your projects or at home when you come back from hectic routine.

In the fast-growing field of software engineering and development and even more rapidly growing sector of game development the future is hard to predict. We are working with this game as or software Final Year Project, as a part of our degree we have chosen this type of work for doing better with the development cycle, development period, graphics, scripting, adopting new technology and animation. We are developing an android game based on voice and it will be highly functional and rich in graphics. It is a complete strategy game with different levels. Different levels are designed for different age groups.

A game is much more than just its software. It has to provide content to become enjoyable. The software part of project is not the only one, and it must be considered to all other parts: the environment of the game, story, character, game plays, and artwork.

Hangman Voice Over is a kind of invention which leads to technological advancement. Disabled can also play this game which influences a positive impact on their minds. It may also leave a positive learning impact on kids.

Keywords: Project, Technology, Hectic, Voiceover, Animation, Artwork, Advancement

Table of contents

I.	TITLE PAGE	
ii.	ABSTRACT	
1.	INTRODUCTION.....	6
1.1	PROBLEM STATEMENT:.....	6
1.2	PROJECT SCOPE:.....	6
1.3	PROJECT OBJECTIVE:.....	7
2.	BACKGROUND AND LITERATURE REVIEW.....	8
3.	ANALYSIS AND DESIGN.....	12
3.1	REQUIREMENT CAPTURE:.....	13
3.2	ALGORITHMS:.....	13
3.3	ARCHITECTURAL DIAGRAM:.....	15
3.4	CONTEXT DIAGRAM:.....	16
3.5	WORK FLOW:.....	17
3.6	ACTOR USECASE:.....	17
3.6.1	<i>Actor Use Case Diagram</i>	17
3.6.2	<i>Use Case Narrations:</i>	18
3.7	PROJECT SCHEDULING:.....	30
4.	METHODOLOGY.....	31
4.1	GAME FLOW.....	32
4.2	WORK BREAK DOWN STRUCTURE:.....	33
4.3	GANTT CHART:.....	33
5.	IMPLEMENTATION.....	35
5.1	INTERFACES OF THE SYSTEM.....	36
6.	TESTING.....	49
6.1	TESTING APPROACHES:.....	51
6.1.1	<i>BLACK BOX TESTING</i>	51
6.1.2	<i>WHITE BOX TESTING</i>	57
7.	RESULTS.....	79
8.	DISCUSSION.....	82
9.	CONCLUSIONS.....	86
10.	FUTURE WORK.....	88
	REFERENCES.....	90