# My game idea is to recreate **Hangman** in VB.Net Console. The purpose of this game is to challenge the user to guess the word the computer has generated which length is determined by the user (i.e. the difficulty level the user selects).

This is a text-based quiz game.

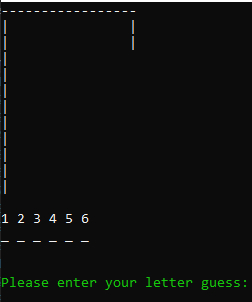
The things I would like my game to achieve are:

* Use users name throughout the program
* Display the hangman as the user plays
* Have different length words
* Asks the user for a difficulty between 3-9 (i.e. the length of the word)
* Check to see user has not guessed letter before (so they cannot re-try the same letter and lose)
* User has specific amount of lives
* Display the word the user has guessed so far
* Display the characters the user has guessed so far
* Use different colours to make the screen easier to read
* Keep scores of players who have played the game
* Add a time limit
* Sound effects for when guesses are correct/incorrect

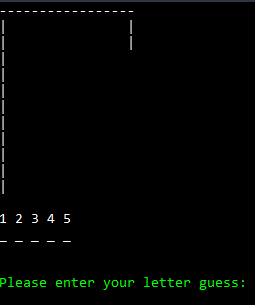
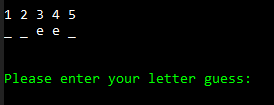
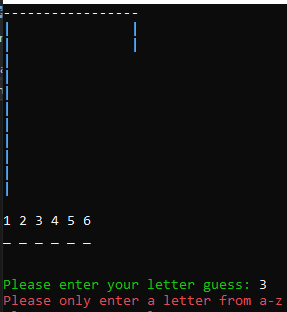
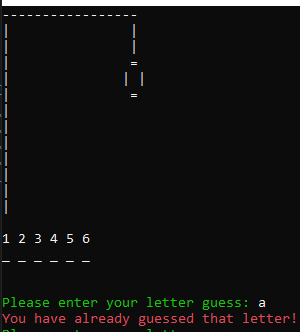
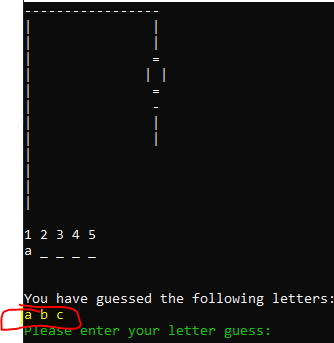
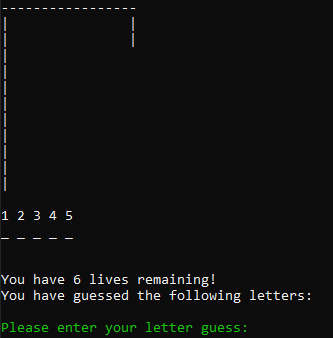
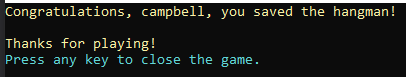
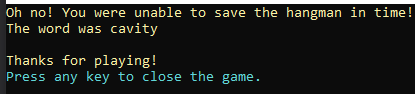
**Testing Plan**

Please note there is debug written to the debug output. To view this debug output, you will need to option the program in Visual Studio and ensure that view => output is enabled.

The main part of this debug that will help you test all parts of the program is the debug writing what random word was selected.

* User can enter their name successfully
  + 
    - (This should not cause any errors)
* It should display the splash-screen
  + 
    - (This should include the user name)
* You should be able to press any key to start the game
* When asked for the difficulty level, you should not be able to enter greater than the upper bound (10)
  + 
    - This should always throw a user error
* When asked for the difficulty level, you should not be able to enter a smaller number than the lower bound (3)
  + 
    - This should always throw a user error
* You should only be able to enter numbers when asked for the difficulty
  + 
    - This should always throw
* You should always be able to enter a number with the lower and upper bounds (3-10)
  + 
    - This should always work
* The user difficulty should match the length of characters the game makes you guess
  + *Here I select a difficulty of 6 characters*
  + 

*The game asks us to guess a word of 6 characters*

* In the core game, it should display the hangman current status
  + 
    - Should look something like this
* After typing a letter, it should update the word guess if it was a letter in the final word
  + 
    - This should show up if it is a valid letter guess
* In the core game, it should not accept letter guesses outside the a-z range (A-Z should also be allowed)
  + 
    - An informative error message should show up if a letter that is not a-z or A-Z shows up
* In the core game, it should accept input that is both A-Z and a-z (difference being the uppercasing)
* In the core game, if you enter a letter you have already guessed, it should give an informative error message
  + 
    - An error message alike this should be displayed.
* The core game should display what letters you have already guessed
  + 
    - In this game I have guessed the letters a, b and c so far.
* The core game should display how many lives the user has remaining
  + 
    - ”You have 6 lives remaining!” is an example message of this.
* If you manage to guess the word right, it should exit the game loop and tell you that you guessed it correctly.  
    
  *Pressing any key should also close the game*
* If you are unable to guess the word in the given amount of lives, the game should tell you.  
    
  *It should also tell you what the correct word was.*