

# ABOUT THE PROJECT

## *TILTE: HANGMAN GAME*

### Overview

Hangman is a popular word game in which one player (the "chooser") chooses a secret word and another player (the "guesser") attempts to guess the word one letter at a time. If a guessed letter appears in the word, all instances of it are revealed. If not, the guesser loses a chance. If the guesser figures out the secret word before he or she runs out of chances, he or she wins. If not, the player who chose the word wins. Traditionally, chances are tracked using a stick figure drawing of a person being hanged from gallows. The figure is drawn one body part at a time, and the guesser loses when the entire figure has been drawn. This game is also the basis for the TV game show Wheel of Fortune.

### Details

#### Gameplay

In our implementation of Hangman, the computer will take on the role of the "chooser" and the human player will be the "guesser." The computer will secretly choose a word from a list and show the player how many letters are in the word by displaying a sequence of blanks. Then, the computer will begin asking for guesses. If the player guesses a letter that is in the secret word, all blanks representing an instance of that letter should be replaced by the letter. If the guessed letter is not in the word at all, the player should lose a chance and a new part of the Hangman figure should appear. If the player guesses a letter he or she has already guessed, he or she should not lose a chance, even if that letter is not in the word. If the player guesses all letters in the word, he or she wins. If the Hangman figure is completed, the player loses. In either case, the secret word should be revealed after the game is over.

#### Word Status

As the game is played, the player would be shown the current guessed status of the secret word. Letters that have been correctly guessed would be shown in the correct locations. Unguessed letters will appear as blanks. At the beginning of the game, no letters will have been guessed, and the only information shown to the player will be a sequence of blanks, with one blank for each letter in the secret word and the Hangman first figure. As the player guesses letters correctly, blanks representing guessed letters should be replaced by those letters.

So, for example, if the secret word is "screwdriver" and the player has guessed 'e,' 's', 'r', and 'd,' the current word status would be "s r e d r e r".

### Chances/The Hangman

The player will have six "chances" to guess the word. Guessing a correct letter and inappropriate guess does not cost a chance. Each missed chance will cause a new piece of the Hangman to appear. The six pieces of the Hangman are: head, body, left arm, right arm, left leg, right leg.

### Game End

The game can end in one of two ways:

- If the player has guessed the complete secret word, he or she wins.
- Otherwise, if the player has run out of chances and the complete Hangman has been drawn, the player loses.

If the players game ends he or she would be asked for their interest if the person wants to play more or not.

If player wishes to play more the hangman game starts again.

If player does not wants the game exits.

**Example:** An example of how the game works

The secret word => GOAT, so now the player has to fill 4 blanks in 6 turns.

S. no.	Blanks/Word Status	Guessed letters	Turns left
1.	----	E	5
2.	G---	G	5
3.	G---	R	4
4.	G-A-	A	4
5.	G-A-	L	3
6.	G-AT	T	3
7.	GOAT	O	3