Hangman user manual

HANGMAN IS A POPULAR GAME AROUND THE WORLD, THE GAME IS ABOUT GUESSING LETTERS (A TO Z) WHERE THE PLAYER TRIES TO COMPLETE A MISSING WORD BY GUESSING ONE LETTER AT A TIME.

Gameplay:

1- **The program will ask the user to enter the length of the word.**

   -The user is allowed to choose a word between 3 and 16 characters

   -Input must be an integer number

```
enter the length of the word:
```

2- **The user must choose a difficulty level, either EASY OR HARD.**

```
please choose the difficulty ->  1.Easy  2.Hard:
```

The user enters **(1)** to play Easy mode, **(2)** to play Hard mode.

If the user chooses EASY, then the user has **10** chances or (misses).

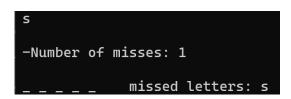But if the user chooses HARD, then only **5** misses are allowed.

3- The game starts

The program generates a random word of the given length. For example (brain)

```
_ _ _ _ _
```

A row of dashes will be generated, the user should enter **a letter** (guess), followed by enter '\n'.

suppose that the user guessed letter <u>s</u>, which is not in the word (brain)

now the number of misses is 1, the incorrect guess will appear to the user as missed letters: x x

```
s

-Number of misses: 1

_ _ _ _ _       missed letters: s
```

if the user correctly guessed a letter, then the letter shows on place

for example, letter <u>b</u> in the word (brain).

```
b
b _ _ _ _
```

Then letter <u>n</u>, which is in the word (brain), letter <u>n</u> will show in its place
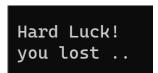
```
n
b _ _ _ n
```

Win or lose:

When the user correctly guessed all the letters, the user win!

```
You successfully guessed all the letters!

You Win!!
```

If the user run out of chances to guess the word, then they lose!

```
Hard Luck!
you lost ..
```

Finally, the program asks the user if they want to play again

```
do you want to play again?:
Enter 1 to continue, 0 to exit.
```

The user enters **(1)** if they wish to continue, **(0)** to exit the game.