

Final Project Proposal

(Don't) Hang da man

Team AliensArrivingNaughtily wants to code a hangman game.

1. Our idea is to have a default mode, where the user plays off of the default word bank. The default word bank should be approximately 50 to 100 phrases long in order to keep the game relatively difficult and to minimize the chance of repeats. There will also be themed categories that users can choose from (e.g. greetings, tofr's wise words, etc.)
2. We also plan to have a customizable version, where the user can choose to input the phrases that they want to play with.
3. After executing java Woo, the user should be prompted to choose which version that they wish to play with. After that, they will be presented with a random phrase from the collection.
4. We will also decorate the terminal using the resources provided by the library.
5. We also plan to implement a timer that will print out how much time it took to guess the phrase. The time will be returned in the simplest form (e.g. 61 seconds → 1 minute 1 second). We could even code a separate class for this task to make our code more organized.

Method of Attack:

1. Create the word banks/separate them into different lists depending on their characterization

2. Work on getting a random element of the list into "dashes"

(IE: hangman-> _____)

(IE: Measure Measure Measure Cut ->

_____)

3. Getting guesses working

(IE: hangman-> _____)

(->Guess: a)

(-> _ a _ _ _ a _)

4. Knowing when successful + getting the hangman ascii art)

5. Getting hints

(IE: Automatically prompted after 3 misses in a row: Feeling stuck? (y/n))

(y)

(There are _ unique letters/vowels/consonants)

6. Getting our time taken part to work using `currentTimeMillis` and ending when the word is guessed

7. Reach: Get a DIY hangman working too, also saveable??? Maybe

