CDI

Hangman

Object Oriented Programming

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Contents

Project Description

Implementation of the hangman game in java using javafx.

"Hangman" is a game in which the player tries to guess a pre-determined word/phrase (or secret) by choosing letters from the alphabet. Each time an incorrect letter is chosen, a body part is added to a picture of a hanging man, and for every correct letter the player wins a point. The word must be guessed before the man is complete (after 6 incorrect letters) and before the time finishes, or the game is lost.

The player can choose between playing alone (the game choses a word/phrase) or with another player (one player choses the word/phrase and the other guesses). If playing alone, by default the game will only show words to be guessed, if the player wishes to play with phrases, he can change this in the options menu. Otherwise the game secret is whatever the other player chooses.

Initially, the player has 60 seconds to guess each word and 5 hints to help him to guess the word. While the time is restated for each word, the hints are not. Those amounts can be changed in the options menu.

To guess a letter, the player can type the desired letter or click in the buttons with the letters. If the player wishes to solve the secret, he can click the solve button and type the whole word/phrase.

Delivery

What is included
Besides this document the delivery has the following items:

- Hangman.zip: java project folder exported from netbeans that includes all java, fxml and image files needed to run the program.
- Hangman Images folder: backup folder with all images used in the project

Future Updates

- Use files to store the words and phrases.
- Implement scoreboard to save the players name and score even after the application is closed.
- Incorporate the 'how to play' instructions in the actual game play so that the game instructs the player on what to do next.