CS330 Final Project
Single-User Hangman Game

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Premise

- I have created a single-user client/server program that simulates the word game Hangman.
- Hangman consists of guessing individual letters in a word without guessing incorrectly
- The program uses socket programming to send a randomized word for use in the game

Rules

- You guess individual letters in a word of known length one at a time.
- As you guess correct letters, they will appear in their proper places in the word, allowing you to guess more effectively.
- You have 6 incorrect guesses allowed, one for each body part. (Head, Body, 2 Arms, 2 Legs)

Win Condition:

- Win by guessing all of the letters in the word

Loss Condition

- Lose by guessing incorrectly a total of 6 times

In-game loss representation

How To Run

- The program is divided into 2 files: server.c and client.c
- These files are located in the /hangman/client-server directory in the project repository.
- Run vagrant in the *project* folder, and open SSH.
- In the SSH window, navigate to the client-server directory and use the command "make" to compile both programs using the included Makefile.

The server and client programs are compiled as "server" and "client" respectively.

How To Run

Server:

- Use "./server [port]" to run the server
  - Example: ./server 43210

Client:

- Open a second SSH window in the same directory
- Use "./client [IP] [port] to run the client
  - Example: ./client localhost 43210

Server has been run

Client has been run, and the game is ready to start.

Game Demo

Code Overview