

Hangman (single player)

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Terminal App

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Product Overview

Aim is to provide a player with a game of Hangman. Player is be able to choose to play a new game of a chosen difficulty, view the scoreboard or view the game's rules. If player wins a game with a high enough score, he or she will be able to enter their name into an arcade style top ten leaderboard.



Overall App Design

The basic flow works using the modules by first displaying the UI screens to allow the player to view the rules, scoreboard or start a new game. After choosing a new game and selecting the difficulty, an instance of the game class takes control of the UI (passing in the word and category on instantiation). The game class handles the logic for the game including taking user input, and continues to run until the player either wins or loses.

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Hangman - Menu

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HANGMAN

Welcome to Hangman. Please choose from the following options (Please, type an underlined character).
New Game
Scoreboard
Rules
Exit
```

Hangman - Rules

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HANGMAN

Definition: A Player is given a random word and can guess letters, one at a time, or attempt to
guess the word itself. The player is provided with a hint of the words category. Six incorrect
guesses will result in a loss, where revealing the entire word is a win.

Scoring after a win is as follows:
- 500 points for each letter in the word
- 200 points for each remaining guess
- 350 points for each unrevealed letter

Back
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Hangman - Error

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Please enter the character you'd like to reveal (type 'back' to cancel)
sds
Please enter one character only. Press any key to continue
```

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Life-Cycle of a Hangman -



Hangman - Lose



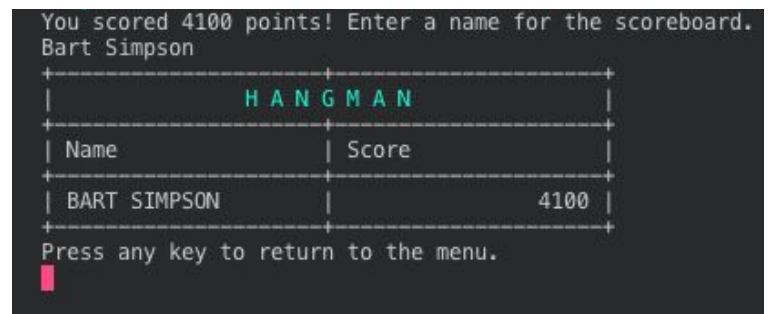
Hangman - Win



Hangman - Empty Scoreboard



Hangman - New Scoreboard



Hangman - Guess options



Hangman - Correct letter

