**Hangman game doc**

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Things I came across:

Wanted to display hangman icon but found difficult to find most efficient way of doing it. Decided on making 1 large string containing all of the lives.

**1. Overview of game**

1 player Hangman Java game where the player gets to play the hangman game against the AI.

X amount of lives.

**2. How to play**

1. Choose difficulty by inputting word (Easy, Medium, Hard)
2. AI chooses a word to guess based on selected difficulty. (Easy = < 4 letters, Medium = < 6 letters, Hard = less than 10)
3. The player gets to guess the letters contained in the word. If correct then they can move on. If not they lose a life.
4. If all characters of the word are guessed correctly the player wins. Else they are presented with the full Hangman and lose.
5. Once complete they are given the opportunity to try again or quit

**3. Code structure**

**4. Data structures and algorithms used**

Insertion sort to delete already used word from list

Arrays for containing stickman figure

**5. Learning outcomes**

**6. Appendix with all the code, commented appropriately**