

Experiment 6

Objectives

- To learn Button
- To learn RadioButton
- To learn ComboBox
- To learn ListBox
- To learn MessageBox
- To learn ImageView

PreLab Exercises

Create "Hangman" game. Two forms will be created for the user. In the first form, the user will switch to the game screen by saying "Start". On the screen that opens, the user must try to guess by entering letters in the TextBox field. The hangman image should be updated with every wrong guess. For each wrong guess, -10 p is applied and the point value (with label) is shown on the screen. When the user loses or wins the game, a warning should be displayed with the MessageBox. With the "End Game" button, the user must end the game and close the form screen, with a warning message appearing in the MessageBox area stating that you are leaving the game.

*(*Hangman pictures are attached.)*

Checkpoints;

1. Define a word list on the code side. When the game starts, choose a random word from this list.
2. Let "___" lines appear on the screen equal to the length of the word.
3. Print the word length on the screen.
4. Define clues for each word. (Example: "phone" – "it is used to communicate")
5. Let the incorrectly guessed letters be printed on the screen.
6. Show MessageBox alerts (Win / Lose / End Game)
7. The pictures should be updated according to the incorrect prediction.
8. When the user wins, the application background color changes to green, and when the user loses, it changes to red.
- 9. Add a "Settings" button to the start screen. When you click this button, the game settings form page will open.**
- 10. There should be a select category field in the open form. ListBox or ComboBox may be preferred. Each word has a category. Edit your existing code to make it categories.**

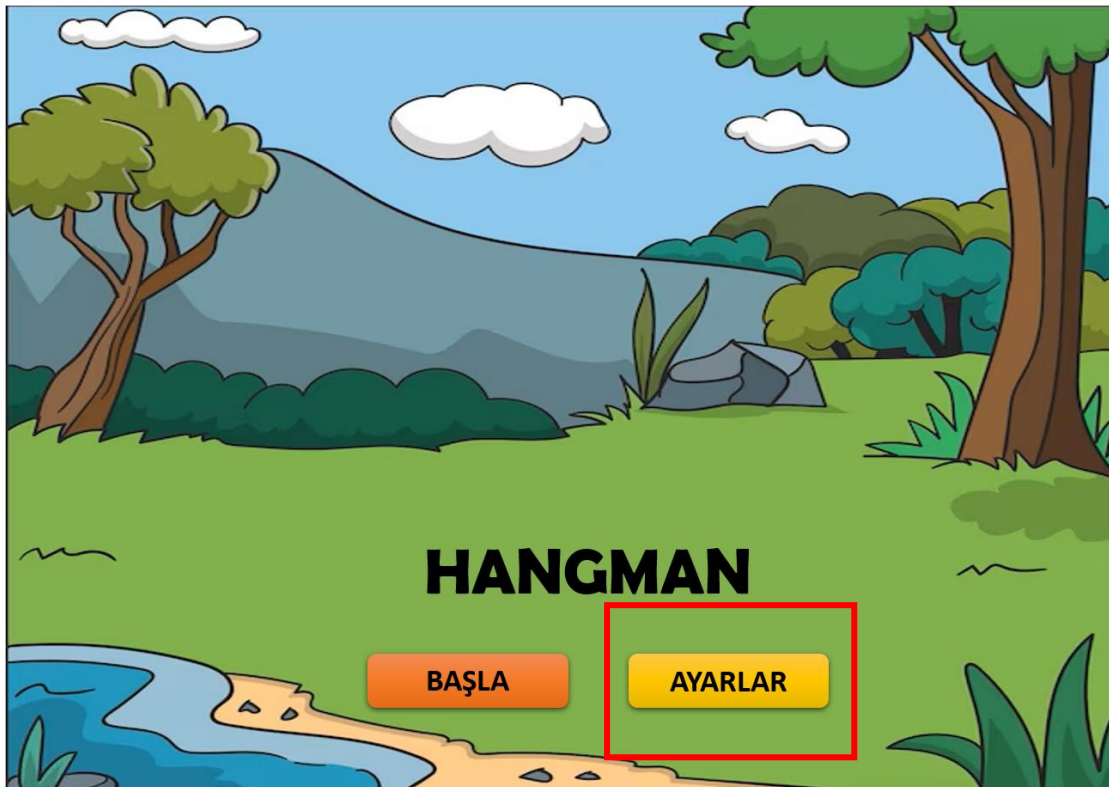
11. Level selection should be made using the RadioButton as Easy-Medium-Hard. The level is determined by word length.

12. The user should be able to choose whether the game is timed or unlimited. The game should start indefinitely by default.

13. There is a clue for each word. The hint button on the game screen should not be displayed when the user selects the "show hint" option.

14. When you click the Save button, you should return to the starting screen. Unless the settings are changed, the game should be played according to what is selected.

Expected Design Example



OYUN AYARLARI

KATEGORİ SEÇ:

BİLİM
SAĞLIK
TEKNOLOJİ
EDEBİYAT
HAYVANLAR
BİTKİLER

SÜRE DURUMU:

- ☒ Süresiz
☐ Süreli (30 sn)

SEVİYE SEÇ:

- ☒ Kolay ? 3-6 haftan oluşan kelimeler
☐ Orta ? 7-10 haftan oluşan kelimeler
☐ Zor ? 11 haftan fazla kelimeler

İP UCU GÖSTER:

- ☒ Evet
☐ Hayır

KAYDET

TERCİHLER: BİLİM, ORTA, SÜRESİZ, İPUÇLU

HANGMAN

i _ _ _ _ n _ _ _ _

İpucu?

Kelime Uzunluğu: 8

Yanlış Tahminler: a, r, e

PUAN: 70 P

Tahmin Et

Oyunu Bitir

