

MPS Assignment 6: Hangman - due (20/05/2025 – 17:00)

- How to play:
- <https://youtu.be/cGOeiQfjYPk>

Template

<https://uwcontentstores.blob.core.windows.net/assignments/HangmanGameSln.zip>

Requirements

- Complete the game as per hangman rules.
- Provide atleast 20 words to guess from.
- Use the provided **GallowsRenderer** class to draw the Gallows
 - The **GallowsRenderer** allows drawing of states
 - 6 (Game started) – 0 (Game Over) representing how many “lives” left.
- Provide player feedback of the letters guessed (“Your current guess”)
- At the end of the game indicate if the player **survived** or **died**
- At the end of the game indicate the full word that was intended to be guessed.

```
Welcome to Hangman!!

+---+
|
|
+-----+
|
|
+-----+

Your current guess: ____
What is your next guess: _
```

```
Welcome to Hangman!!

+---+
|
|
+-----+
|
|
+-----+

Your current guess: v_ss_
What is your next guess: w
```

```
Welcome to Hangman!!

+---+
|
|
+-----+
|
|
+-----+

Your current guess: _e_e_
What is your next guess: g

Sadness!! YOU HAVE DIED :-(
The word was: vessel
```

How to Submit Assignments

- Submit each assignment code via GitHub (in separate repositories)
- Use the provided .gitignore in each repository
- Submit the URL via the Assignment Aspire Portal.