

Hangman Game Report

Overview:

The Hangman game is a classic word-guessing game implemented in C. The game allows two modes of play: a single-player mode where the computer provides the word and description, and a two-player mode where one player provides the word, and the other player guesses. Additionally, the game has an admin mode that allows users to add new words and descriptions.

Game Flow:

1. Initialization:

- The game starts by defining a structure (`pendu`) to hold words and descriptions.
- Various functions are declared to handle hangman figure printing, table printing, letter guessing, and heart representation.
- Arrays and variables are set up to store words, game state, and user choices.

2. Loading Words:

- The game attempts to open a file ("pendu.txt") to read previously stored words and descriptions.
- If the file exists, words and descriptions are read into memory.

3. User Selection

- The user is prompted to choose between being an admin or a player.

4. Admin Mode:

- If the user chooses to be an admin:
 - The user is asked to enter a password.
 - If the correct password is entered, admin options are presented.
 - Admin options include adding a new word and description or exiting admin mode.
 - If a new word and description are added, they are appended to the file.

5. Player Mode:

- If the user chooses to play:
 - The player can choose between single-player or two-player modes.
 - In the two-player mode, one player provides the word and description, and the other player guesses the word.
 - In the single-player mode, the computer provides the word, and the player guesses.

6. Game Execution:

- The game initializes the hangman figure, hearts, and the guessed array.
- For each letter guessed, the game checks if the letter is correct.
- The hangman figure, hearts, and the word table are updated based on the guessed letters.
- The game continues until the player either guesses the word or runs out of lives.

7. Game Outcome:

- If the player guesses the word, a congratulations message is displayed.
- If the player runs out of lives, the correct word is revealed.

8. Closing:

- The game thanks the player for playing.

Features:

- Admin Mode:

- Allows the addition of new words and descriptions.

- Two Modes of Play:

- Single-player mode where the computer provides the word and description.
- Two-player mode where one player provides the word, and the other player guesses.

- Hangman Graphics:

- Displays a hangman figure representing the number of lives remaining.

- Heart Representation:

- Represents the remaining lives as hearts.

- Word and Description Storage:

- Words and descriptions are stored in a file ("pendu.txt") for persistence.