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CSC5 - 48102  
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# Project 1

**Title:**  
Hangman

**Course:**  
CSC 5

**Section:**  
48102

# Introduction

Title: Hangman

Hangman is usually a game played on a drawable surface with two players, well a wordmaster and the player.

Objective: Have the wordmaster come up and input a word. GAME IS CASE SENSITIVE. Player has six incorrect attempts to guess the word. Meaning if a letter is guessed correctly, player can move on so if the guess is incorrect the player has 5 chances left. As the player guesses incorrectly, the hanging man is drawn until death(No people were harmed in the making of this game).

## Summary

Project size: 214 Lines

Number of Variables: 13(Unless miscounted (+or-)1)

I implemented a menu with functions program mostly due to the fact I could not figure out why it would not run correctly without functions. I used for and while loops, also many if, if-else and else statements in order to run the program. The first few days was planning how to tackle the game because I recently learned how to use some loops effectively, however I still lack the ability to fully utilize which resulted in the many if statements. The most troublesome part was to draw the hanging man board. At first I had the basis of the game then implemented the drawing steps so placement was rough at first. However I was not able to figure out a loop to do the drawing so if else statements were used instead.

## Description

The game reads in character and outputs them as an underscore for the guesser, and spaces are also counted but still as a space. The menu was utilized in order to give more information, the rules and to play the game.

**Flowchart** <https://www.gliffy.com/go/html5/11371773>

