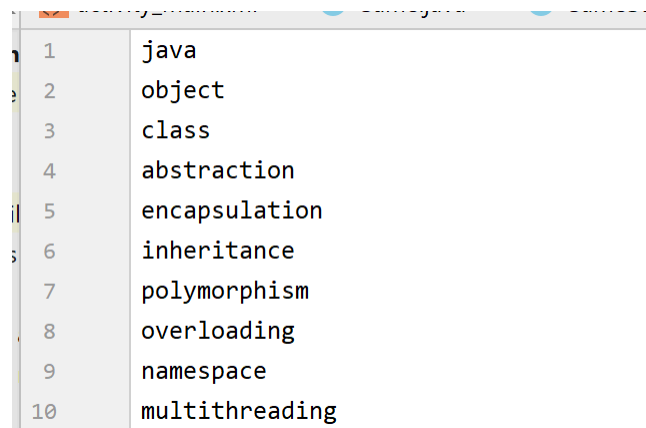


Bilingual Hangman (Mobile App)

Entirely most of you played Hangman game growing up. Hangman is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or sentence and the other tries to guess it by suggesting letters. The objective is to guess the correct letters within 7 wrong guesses, as 7 wrong guesses will result in the computer to win and the person to be hanged. The person fills in the letters until they win or lose.

1. A file “words.txt” consist of 10 words, the objective of the user is to guess all letters correctly, otherwise the computer wins. The code read the words from the raw directory “words.txt” where the words is guessed in a string of array called **wordList**.
2. The user has the option to choose the hangman game to be in either English or French but should know the words being guessed are in English and software terminologies.
3. The player should try guessing the letters belonging to the random words.
4. If the user guesses the right letter it will display correct guess, otherwise if the user guesses the wrong letter it will display wrong guess
5. The player has up to 7 incorrect guesses to guess the correct letter before they lose the game. The program terminates either player wins or computer wins.
6. Entirely the user has the option to restart the game during playing state or lost state or won state. The user gets to choose.
7. Each wrong guess will display a new image for hangman. When 7 wrong attempts are finally made the computer wins.
8. The interface is entirely in French if the user were to choose the French button.
9. The interface is entirely in English if the user were to choose the English button. (By default, the app is in English)

Words in the words.txt file

A screenshot of a text editor window with a light gray background. The editor shows a list of 10 words, each preceded by a line number from 1 to 10. The words are: java, object, class, abstraction, encapsulation, inheritance, polymorphism, overloading, namespace, and multithreading. The text is in a monospaced font.

1	java
2	object
3	class
4	abstraction
5	encapsulation
6	inheritance
7	polymorphism
8	overloading
9	namespace
10	multithreading

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7 Wrong Guesses: Results in Computer Won



Less Than 7 Wrong Guesses: Results in Player Won



Displays Each Hangman Depending on The Number of Wrong Attempts:

0 Wrong Guess



1 Wrong Guess



2 Wrong Guess



3 Wrong Guess



4 Wrong Guess



5 Wrong Guess



6 Wrong Guess



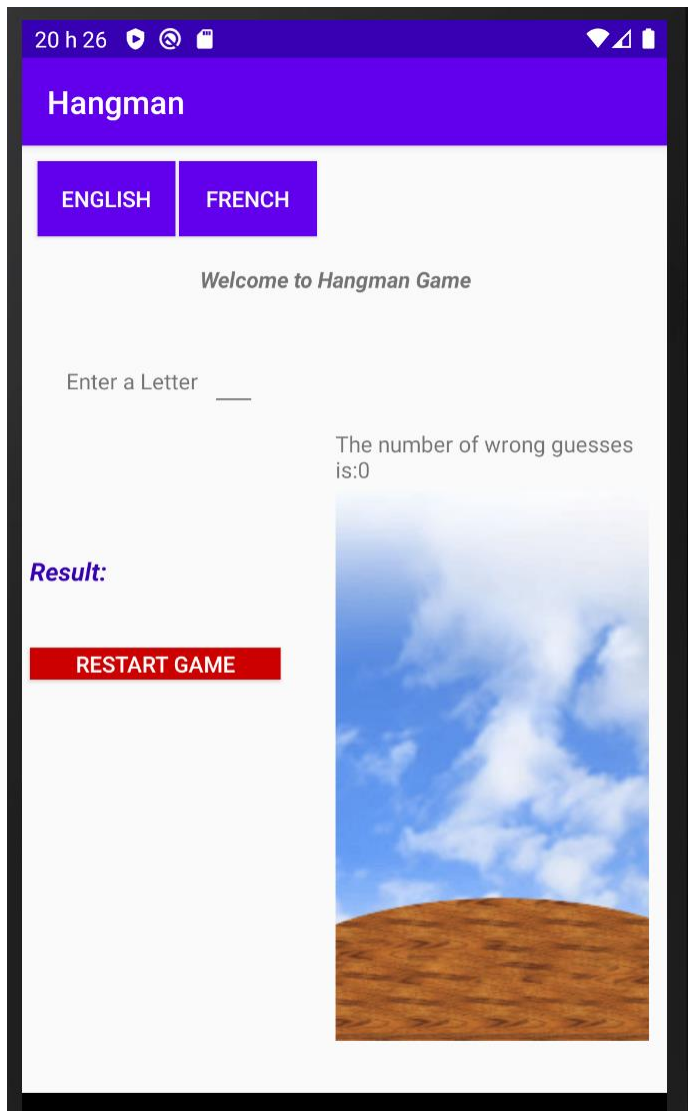
7 Wrong Guess: Game Over!



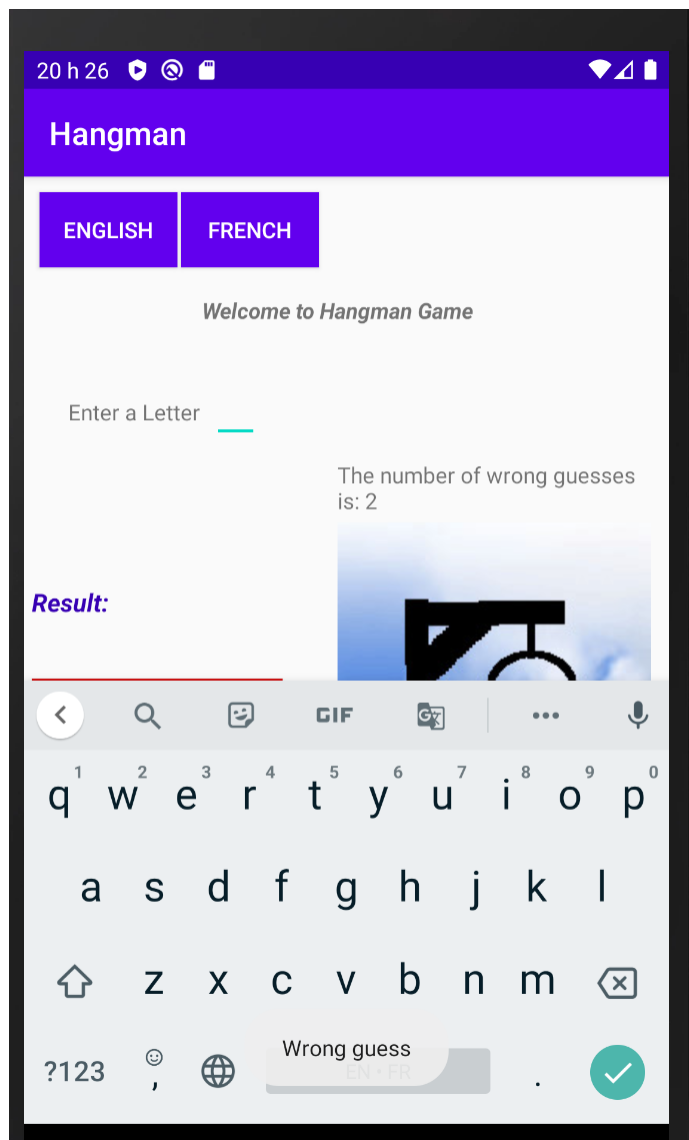
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Test Cases

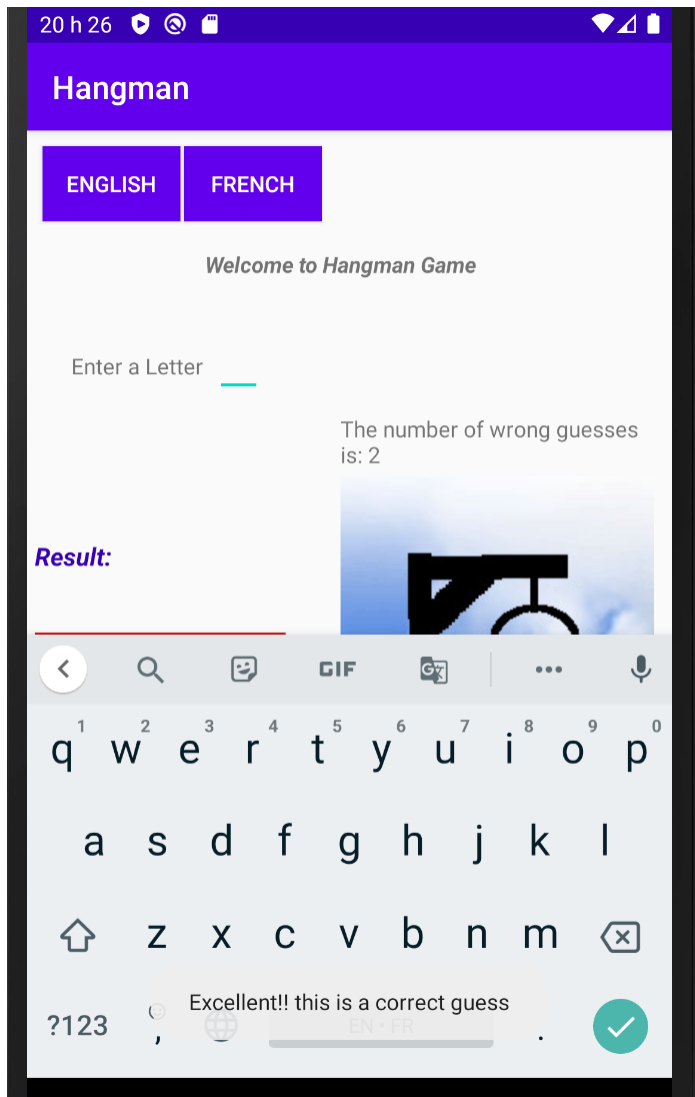
❖ This is the English Interface of the app



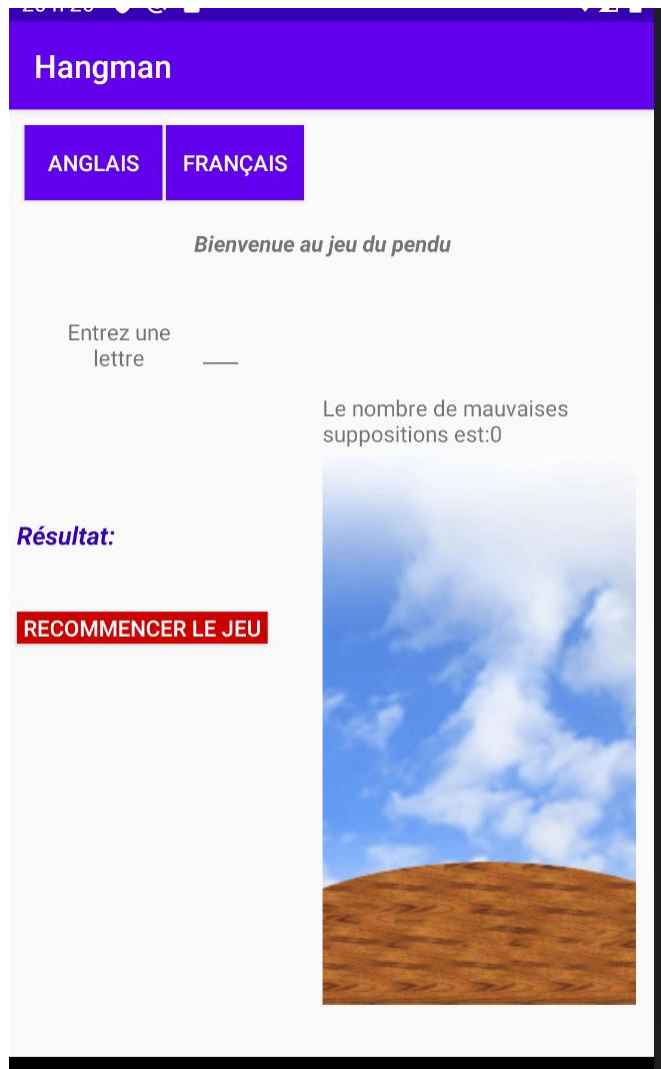
❖ Incorrect guess in the English Interface



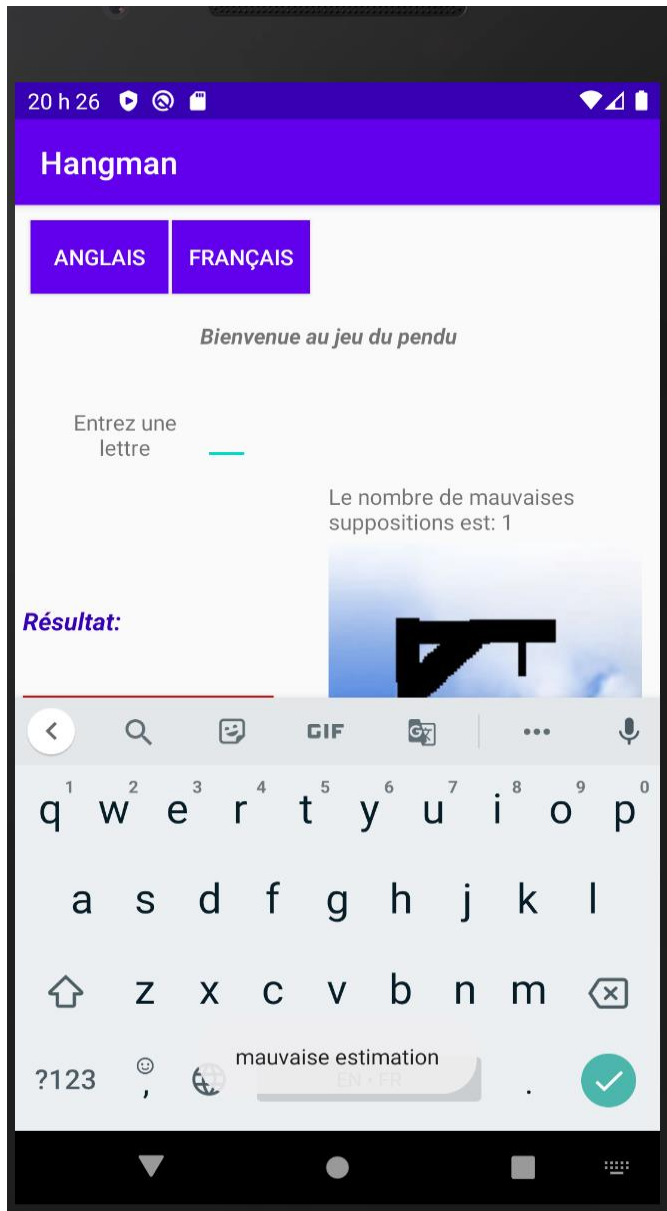
❖ **Correct guess in the English Interface**



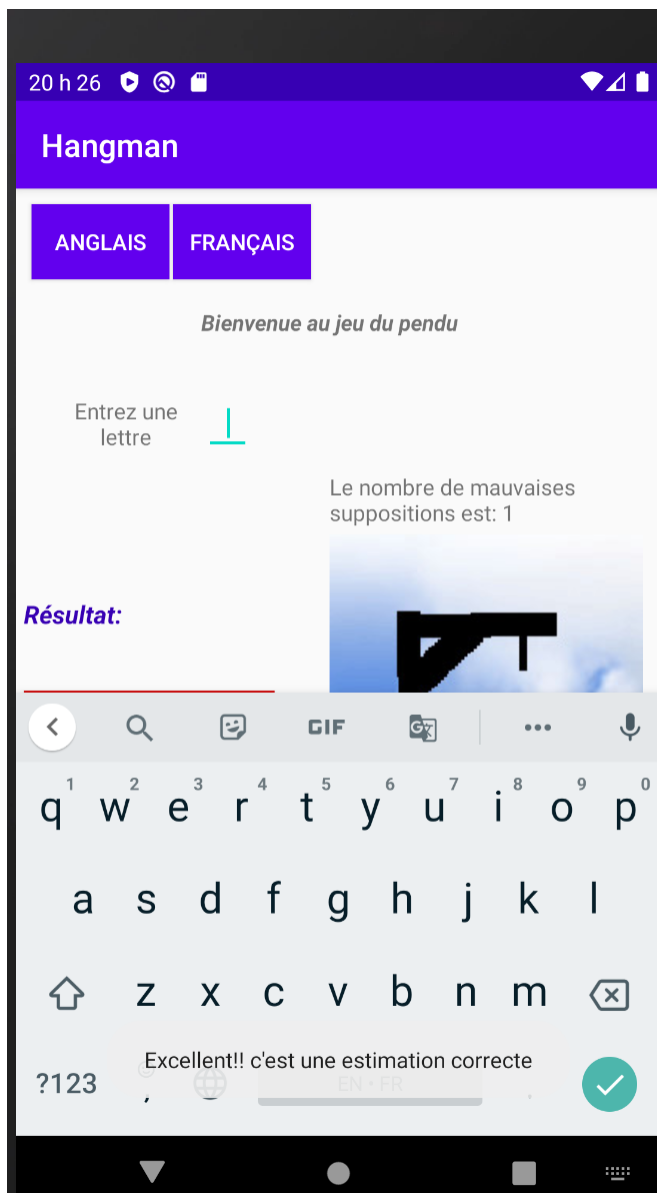
❖ This is the French Interface of the app



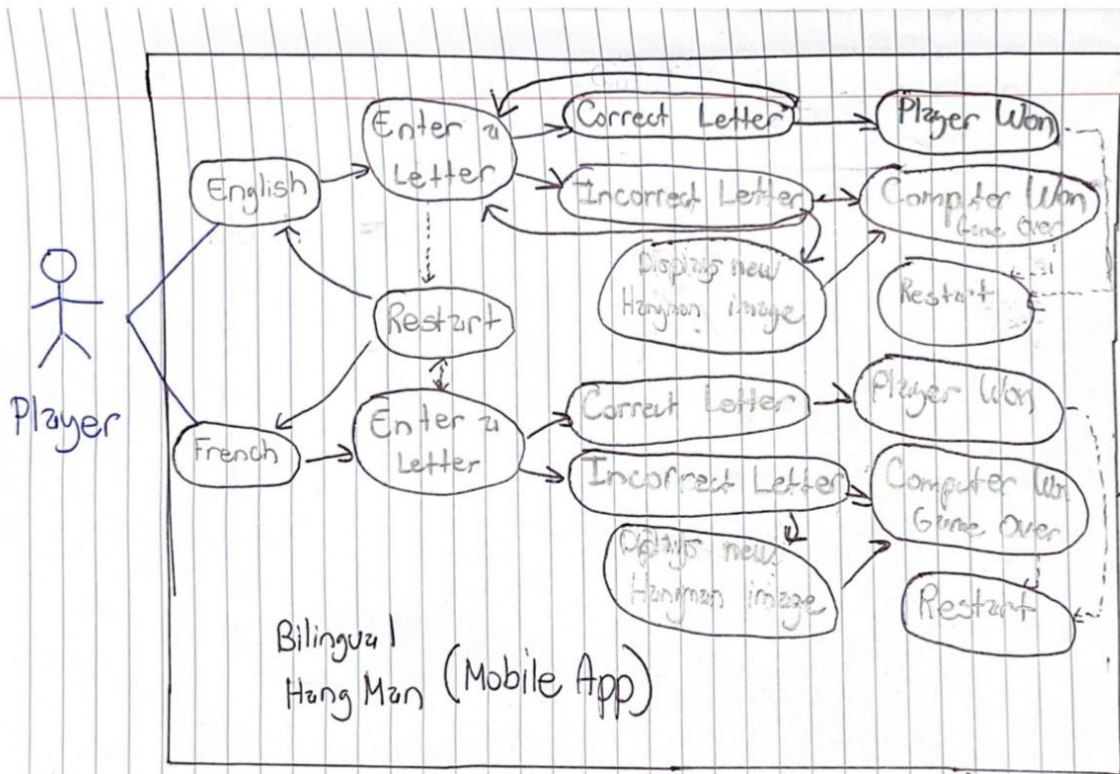
❖ Incorrect guess in the French Interface



❖ Correct guess in the French Interface



Use Case



Use Case

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