Game Design Document (GDD) Hangman

1. **Game Title:**  
   Hangman Game
2. **Game Genre:**

Puzzle

**3. Game Overview**  
The Hangman Game is a single-player word guessing game. The player tries to guess the hidden word by clicking on letters. For every incorrect guess, a part of a hangman figure is drawn. The game ends when the word is guessed correctly or the hangman figure is fully drawn.

**4. Objectives / Goals**  
The player’s goal is to guess the hidden word by selecting the correct letters before the hangman figure is fully drawn (after 6 wrong guesses).

**5. Game Mechanics**

* A word is randomly selected from a list.
* Player clicks on letters to guess.
* Correct guesses reveal letters in the word.
* Incorrect guesses add a body part to the hangman drawing.
* Game ends in a win if all letters are guessed.
* Game ends in a loss if 6 incorrect guesses are made.

**6. Controls**

* Mouse:
  + Left-click on letter buttons to guess a letter.
  + Click “Play Again” button to restart the game after win/loss.
* Keyboard: Not used in this version.

**7. User Interface (UI)**

* Game title displayed at the top.
* Blanks and correctly guessed letters displayed in the center.
* Alphabet buttons for guessing.
* Hangman drawing on the left side.
* Result message and a “Play Again” button upon game completion.

**8. Level Design**

* Single-level design.
* The difficulty varies depending on the word selected from the predefined list.
* Future enhancement could include multiple levels with increasing word length or limited time.

**9. Art & Assets**

* Hangman figure (line drawings).
* GUI buttons (circular letter buttons).
* Fonts: Comic Sans for various text elements.
* No character sprites or animations required.

**10. Sound**

* Correct guess: game-start-317318.mp3
* Incorrect guess: beep-329314.mp3
* Win sound: winner-bell-game-show-91932.mp3
* Lose sound: game-over-arcade-6435.mp3

**11. Technical Requirements**

* Language: Python
* Library: Pygame
* Screen Resolution: 800 x 600
* Assets stored locally with absolute paths (can be improved for portability)

**12. Target Platform**

* PC (Windows)

**13. Team Members**

* Solo Project