

Letter by Letter: Escape the Noose !

What is Hangman?

Hangman is a classic word-guessing game often used as a fun educational tool to improve vocabulary and spelling. The objective of the game is to guess a hidden word or phrase by suggesting letters within a limited number of attempts.

How is Hangman played?

Part A: Setup

- A Frontman selects a word or phrase pertaining to a certain topic and represents it with blank spaces or underscores for each letter. The difficulty can be made easier by just replacing some parts of the word or phrase with an underscore.
- The Guessing player is made aware of the topic.
- **Topics:** Words can be chosen from specific categories, such as movies, animals, or sports.
- Example: For the word **apple**, it appears as `_ _ _ _ _` with the highest difficulty setting. With an easier difficulty, it can be made to appear as `A _ P _ E`.

Part B: Gameplay

- The guessing player suggests letters one at a time.
- If the guessed letter is in the word, it is revealed in its correct position(s).
- If the guessed letter is not in the word, a part of a "hangman" drawing is added, often consisting of:

- I) A scaffold
- II) A head
- III) A torso
- IV) Arms and legs (or other body parts, depending on the variation).

Part C: Judgement

- The guessing player wins by correctly identifying the word before the drawing of the hangman is complete.
- The guessing player loses if the entire hangman is drawn before they guess the word.

ALGORITHM:

STEP 1: START

STEP 2: MAIN MENU (START / QUIT)

STEP 3: INPUT WORD, TOPIC AND DIFFICULTY FROM FRONTMAN

STEP 4: SCRAMBLE WORD, BASED ON DIFFICULTY

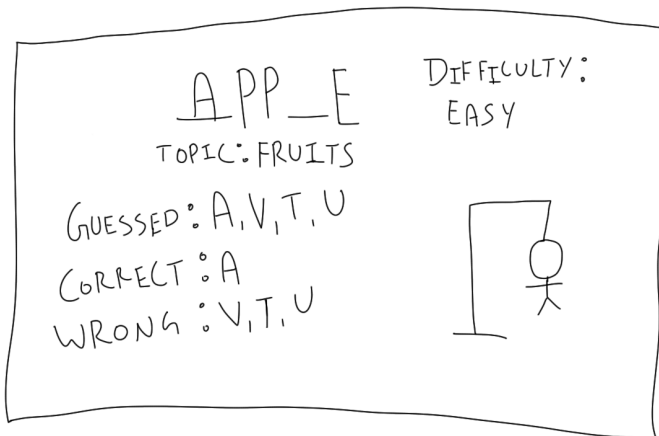
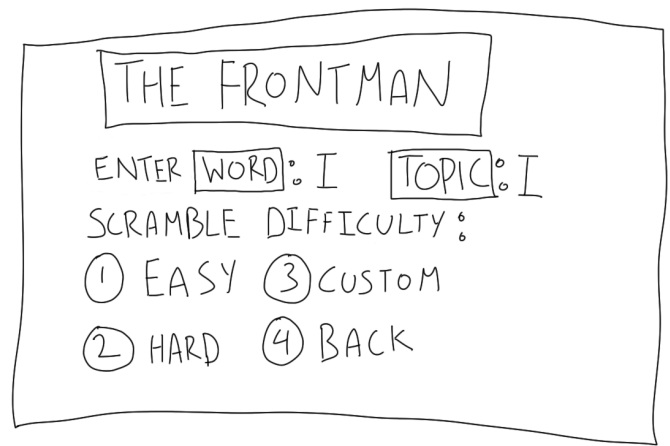
STEP 5: PRINT WORD, IF GUESS IS WRONG, PRINT SCAFFOLD, HEAD, TORSO, ARMS, LEGS.

STEP 6: PRINT PLAYER WINS / THE FRONTMAN WINS. INPUT NEW GAME/ QUIT

STEP 7: STOP

FLOW CHART:

GAMEPLAY (ARTISTIC REPRESENTATION) :



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Track the project on Github!

