

Ra'ed Alasmar

V2Y3X8

# User manual

Welcome to the user manual for the Hangman game! This guide is designed to walk you through the various options available to you as a player.

## Option 1: start or end the game.

After running the code you'll encounter your first option which is choosing between 'S' to start the game and 'E' to end it.

If the user chooses 'E' to end the game this friendly message will be displayed:

```
Hope you enjoyed the game!
```

But if the user chooses the start option 'S' then a main menu will be displayed with more options.

## Option 2: choosing a difficulty level.

The game offers the user four difficulty levels each with a different amount of mistakes.

**Easy 'E':** 10 Mistakes

**Intermediate 'I':** 8 Mistakes

**Advanced 'A':** 6 Mistakes

**Master 'M':** 4 Mistakes

```
Welcome to Hangman! Let's explain the rules first: A word of your desired length will be displayed with underscores, and you have to guess the letters in the word.

There are 4 difficulty levels that you can choose:
1 - Easy (10 mistakes)
2 - Intermediate (8 mistakes)
3 - Advanced (6 mistakes)
4 - Master (4 mistakes)
Enter 'E' for Easy
Enter 'I' for Intermediate
Enter 'A' for Advanced
Enter 'M' for Master
Now that we've explained the game, please pick a level:[]
```

### Option 3: Entering the desired length of the word.

The user will be asked to enter the length of the word that he/she wants to guess (3-13 for short words and 14-17 for challenging long words)

```
Enter the desired length of the word (3-13 for short, 14-17 for long): 
```

### Option 4: guessing a letter

The exciting part of the game lies in guessing the letters, the program will display “guess a letter: “and the user have to attempt to guess a letter that is in the word, the word will be represented by dashes. Correct guesses reveal the letters in their rightful places, while incorrect guesses are tallied in a wrong characters list. The remaining mistakes allowed are also displayed.

Here is an example of a 5 letter word on easy difficulty:

```
Guess a letter: e
e _ _ _
Guess a letter: a
ea _ _
Guess a letter: b
Wrong guess. You have 9 mistakes left.
Wrong guesses: b
ea _ _
Guess a letter: 
```

### Game outcome

In the end, if the user guesses all the word correctly then a congratulatory message will be displayed. However, if the user used all his allowed mistakes then a message of “you lost! Better luck next time” will be displayed. In both scenarios, the user will be asked to play the game again.

Thank you for playing our word-guessing game, enjoy the challenge and have fun!