Hangman Game Usage Guide

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1 Introduction

Welcome to the Hangman game! This guide provides instructions on how to install, compile, and run the game developed using C++ and the SFML library.

2 Installation

2.1 Prerequisites

Ensure you have the following installed on your system:

- C++ compiler (e.g., g++, clang++)
- SFML library (version 2.5 or later)

2.2 Cloning the Repository

To get started, clone the repository from GitHub:

```
git clone https://github.com/Rares-Ioan-Suciu/hangman_game.git

cd hangman-game
```

2.3 Installing SFML

Install the **SFML** library according to your operating system:

Windows:

Follow the instructions on the SFML website.

Mac:

Install using Homebrew:

```
brew install sfml
```

Linux:

Install using the package manager (e.g., apt for Ubuntu):

```
sudo apt-get install libsfml-dev
```

3   Compilation

Navigate to the directory where you cloned the repository and compile the project using the following command:

```
g++ -o hangman main.cpp -lsfml-graphics -lsfml-window -lsfml-system
```

4   Usage

To run the executable, use the following command:

```
./hangman
```

Follow the on-screen instructions to start playing the game. The main screen has the following options:

- **Start**: Begin a new game
- **Tutorial**: View the tutorial
- **Exit**: Quit the game

Difficulty

After starting the game the user has to pick one of the difficulties listed bellow:

- **Easy**: Shorter words
- **Medium**: Medium words
- **Hard**: Long words

Categories

We have included several categories for word selection:

- Movies
- Pop Culture
- Music
- Video Games
- Literature
- TV Shows
- Countries

- Brands

Scoring System

The game includes a scoring system that keeps track of your performance. Points are awarded for correct guesses and deducted for incorrect guesses.

5   Authors

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