MINIPROJECT DOCUMENTATION

ON

**HANGMAN GAME**

*Submitted by*

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1. **Problem Statement:**

Hangman is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or a sentence and the other(s) tries to guess it by suggesting letters within a certain number of guesses. The word to guess is represented by row of dashes, giving the number of letters.

* If the guessing player suggests a letter which occurs in the word then the program writes it in all of its correct positions.
* If the guessing player suggests a wrong word, then he loses one chance, given a finite number of chances to guess the letters of the word.
* The game will end when
  + The guessing player completes the word.
  + The guessing player loses his chances of predicting letters.

1. **Description:**

Hangman is a word game where the goal is simply to find the missing word or words. Hangman is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or a sentence and the other(s) tries to guess it by suggesting letters within a certain number of guesses. In this project, single player plays the game and rules are strictly followed by the program. Here the player attempts to build the missing word by guessing one letter at a time. After certain number of incorrect guesses, the game ends. The game also ends if all the letters of the missing word are correctly guessed by the player.

1. **Utility of Hangman game:**

Hangman is used often by teachers to train their students in vocabulary, spelling and sometimes for fun. The most popular way is to play hangman offline is to draw blank letters for the chosen word on paper and let the player guess the letters. For each incorrect guess one part of the man is drawn. When the drawing of the hangman is completed before the player guesses all letters in the word, then he loses the game, otherwise he wins the game.

1. **Software Requirements:**

* GCC Compiler/ Visual Studio Code
* Windows OS

1. **Functional Requirements**

* showHangman():This function is used to display hangman step by step according to the number of wrong guesses of the player.
* system(“cls”): This function is used to clear the screen.
* strlen(): Gets the length of the secret word.
* getchar():This function will take input letter from the keyboard.
* fflush(stdin): It clears the output buffer and move the buffered data to console.

1. **Test plan: Flowchart**

Letter is in secret word

Player already guessed this letter

Ask player to guess a letter

Come up with a secret word

Ask player to play again

Player ran out of guesses and loses

Player guesses all letters in the word and wins

Letter is not in secret word

Show blanks to the player

1. **Test cases**

|  |  |  |
| --- | --- | --- |
| S no | Condition | Output |
| 1. | The player guesses all the letters of the word correctly | YAHOO!!!!! You are the WINNER !!!!!  The Word was \*\*\*\*  EASY HUH??? |
| 2. | The player ran out of guesses | The Word was \*\*\*\*  The man is dead..!!  Better luck next time!!! |

1. **Expected Output:**
2. If the player guesses all the letters of the word correctly then

“YAHOO!!!!! You are the WINNER !!!!!

The Word was \*\*\*\*

EASY HUH???” is displayed.

1. If the player ran out of chances of guessing letter then

“The Word was \*\*\*\*

The man is dead..!!

Better luck next time!!!” is displayed.