Hangman

# User Experience

A.exe

Good (morning/afternoon/whathaveyou)

Welcome to Hangman, please select difficulty

User enters 1,2,3

Hangman illustration appears in console

Prompt for user input “Guess a letter” or solve

If correct, display all letters of that type in place of dashes

If incorrect, add to drawing of hangman figure

Loop this until hangman is drawn completely OR word is completed

“Thanks for playing!” message

“Would you like to play again?”

Return 0;

# Behind the scenes

a.exe

massive word database read in to a vector<string>

print messages

prompt for difficulty input

if user chooses 1, select a word 3-5chars long

if 2, 6-8chars

if 3, 10+

LOOP START

print messages/visual

prompt for character/word

If one character, user is guessing. If 2 or more, user is attempting to solve

Be careful about unintentional spaces causing string to be more than 1 char

Loop through string to see if there are any matches with the user’s character (be sure to return all matches)

Check to see if game has ended

LOOP END

Prompt user to play again

Depending on answer, restart

Return 0;

Tasks

Chandler:

Time sensitive greeting messages

User-Guessing

Store to string of spaces/characters for printing by hangman art function

Parental Unit Number 2:

Create database in excel (one time thing, should be 200 words or more with varying lengths)

Read in database, store to vector

Hangman art function (also print user-guessing string)

Things to Remember

* Try to keep main as short as possible, most things should be in functions
* If-statements require curly brackets
* No including .cpp files, only .h
* Variable names are camelCase
* As far as I know, there is no naming convention for function names, but naming them as follows would be nice: MyFunctionLikeThis
* Since this project is very small, this would be a great time to practice pointers
* As always, I am available to questions via text or discord

Deadlines

Final deadline by Sunday 1/3/2021 at 11:59

Code assembled by Monday 1/4/2021 at 11:59