

Software Requirements for Hangman Game

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Introduction

The Hangman Game is a popular word-guessing game where a player has to guess a hidden sentence by suggesting letters one by one. If the player suggests a wrong letter, a part of a hangman is drawn on the screen. The game ends when the player either successfully guesses the word or the hangman is fully drawn.

Game features

Purim-Themed Word List

The game will feature a word list consisting of Purim-related words and phrases, such as "Esther," "hamantaschen," "megillah," and "Mordechai."

Progress Tracker

The game will keep track of the player's progress by displaying the number of correct and incorrect guesses they have made.

Sound Effects

The game will include sound effects that play when the player makes a correct or incorrect guess, as well as when the hangman drawing is updated.

Operating Environment

The Hangman Game should be compatible with the Windows operating system and run on any modern Windows machine

Software Requirements for Hangman Game

Game Interface and Functionality

The Hangman game will have a user interface that includes a main area displaying the hidden sentence as blank underscores, a button panel of the alphabet, and a Hangman drawing on the right side of the screen. Underneath the alphabet panel, there will be a start button that the player can press to begin the game. Until the start button is pressed, all other buttons and inputs will be disabled.

Next to the start button, there will be a display that shows how many correct and incorrect guesses the player has taken so far. This display will update in real-time as the player makes guesses.

During gameplay, if the player selects a letter that is in the sentence, the letter will fill in the associated blank space, and the button will turn green and become disabled. There will be a sound effect for correct guesses to provide feedback to the player. If the player selects a letter that is not in the sentence, the button will turn red, and a part of the Hangman will be drawn on the right side of the screen. The Hangman will be drawn one part at a time for each incorrect guess until it is fully drawn. The Hangman drawing will be a visual representation of the player's progress, and it will add an element of tension to the game. There will be a sound effect for incorrect guesses to further increase the tension and provide feedback to the player.

The game will end when the player correctly guesses the hidden sentence or when the Hangman is fully drawn. If the player correctly guesses the hidden sentence, a victory message will be displayed, and there will be a sound effect to celebrate the win. If the Hangman is fully drawn before the player correctly guesses the hidden sentence, a defeat message will be displayed, and there will be a sound effect to signify the loss.