
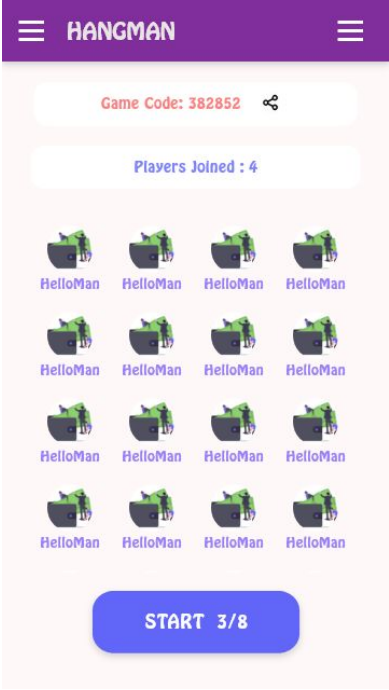

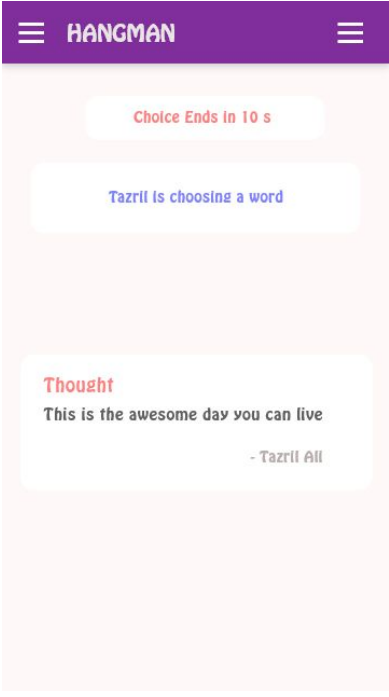


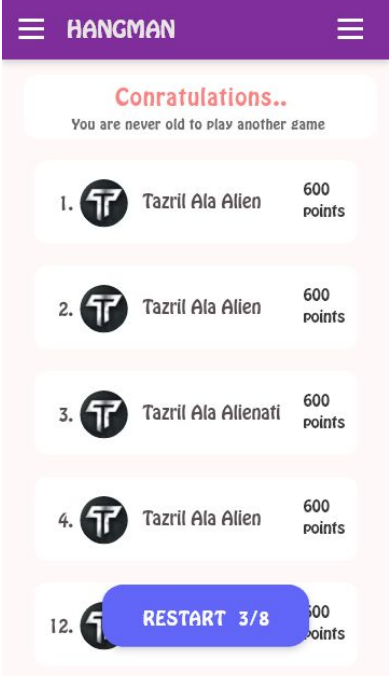


# User Manual

	Step	UI Mock
1	Start the Application, enter name and set maximum players and tap on create that would take to the lobby	 <p>The UI mock shows the 'HANGMAN' lobby screen. At the top is a purple header with the word 'HANGMAN' in white. Below it, the text 'Don't hang the man..' is displayed in blue, followed by 'your knowledge for words count' in red and 'developed by Tazril' in small black text. There are two main buttons: 'CREATE' and 'JOIN'. The 'CREATE' button has a 'Capacity' slider set to '10' and a red arrow pointing right. The 'JOIN' button has an 'Enter Code' input field and a red arrow pointing right. At the bottom, there is a grey input field labeled 'Enter Your Name'.</p>

2	<p>Pass the code to other player using share button and ask them to join using the code and enter username</p>	
3	<p>Press ready for each player to start the gameThe player having turn will choose some word or enter it</p>	

4	While others will wait in the waiting screen	
5	Once choice is over, other players will try to enter letter of the word and play like the original game Hangman	

6	<p>The player having turn will pass hint and wait for others to finish</p>	
7	<p>This round is repeated until all players get their turn. And final results is shown, the game is restarted when everyone has pressed restart</p>	

8

8 One can chat or check the leaderboard present in the navigation drawer

