

# User's Manual

## Goal of the Game

The goal of the game is simple. It is the same as the real hangman game. The user needs to guess every letter in the word. If every letter is correctly guessed before losing all chances, the user wins the game. If the user runs out of chances before guessing all the letters, the user loses the game.

## Controls of the game

### Inputs

When the program is started, the program's menu will be printed out. The user can only choose the options that the menu shows. If option 1 is chosen, the game will start. If option 2 is chosen, the statistic of the guessed letters will be shown. The program will exit upon choosing the option 3. Besides option 3, the other options will bring the user back to the menu after their functions have finished.

When the game starts, the user will have to choose the length of the word. The length must be between 3 and 16. Otherwise, the length will be default length defined by the system. Then, the user must choose the difficulty level. The difficulty level refers to the chances the user will have before losing the game. For example, If the user chooses 5 chances, he can guess wrong letter 4 times. After this, the program will ask the user to guess a letter. The user can only type letters and one letter at each time. Otherwise, the user will lose a chance at each time.

### Outputs

When the user type other than letters warning message will appear to instruct to type correct inputs. After each guess the correct guessed words will be displayed along with the dashes representing remaining words and the number of chances the user has. At the start of the game, the number of the dashes will be the same as the length of the word. When the user loses, the program will print out the complete hangman picture. When the user wins, the program will print out that the user has won.

***"Good Luck Have Fun, Playing the Game"***