# Entering name

Expected input: upper and lower case, ‘-‘, ‘/’

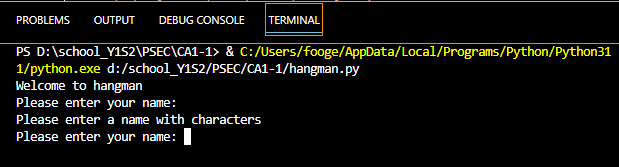


Figure . Entering blank input

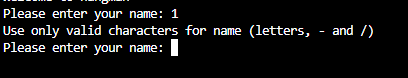


Figure . Entering invalid character (e.g numbers)

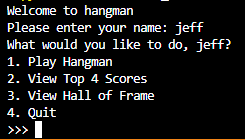


Figure . Entering valid name (letters)

# Menu

Expected input: number between 1 and 4

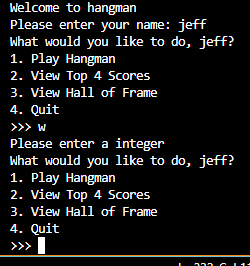


Figure . Entering a letter

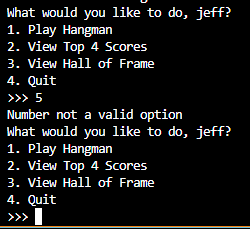


Figure . Entering a number that is not a valid option

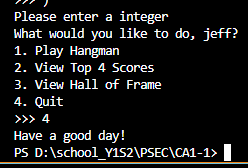


Figure . Entering a valid number

A screenshot of a computer

Description automatically generated with medium confidence

Figure . Entering a decimal point number

## 2.2 Hangman rules

Expected input: ‘y’ to play game, anything else cancels

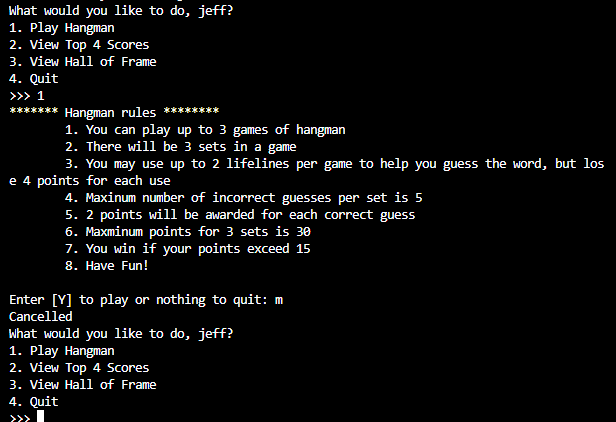


Figure ..1 Entering letter other than 'y'

Text

Description automatically generated

Figure .5.2 Entering a number

Text

Description automatically generated

Figure .5.3 If 'y' is entered

# Hangman game

Expected input: letter (that have not been tried), ” ‘ “, 0 (for lifeline)

Text

Description automatically generated

Figure . Input number (that is not 0)

Text

Description automatically generated

Figure . Input special character

Text

Description automatically generated

Figure . Input incorrect letter

Text

Description automatically generated

Figure . Input correct letter

Text

Description automatically generated

Figure . Input letter that have been tried

Text

Description automatically generated

Figure . Input blank spaces

Text

Description automatically generated

Figure . Input '0'

Text

Description automatically generated

Figure . Making 5 incorrect guesses

Text

Description automatically generated

Figure . Guessing all letters

## ‘Continue’ prompt between sets

Expected input: ‘y’ to continue or ‘n’ to quit playing

Text

Description automatically generated

Figure ..1 Entering another letter

A screenshot of a computer

Description automatically generated with medium confidence

Figure 3.10.2 Entering blank space



Figure .10.3 Entering 'n'

Text

Description automatically generated

Figure .10.4 Entering 'y'

## 3.2 Lifelines

Expected input: 1 or 2, unless corresponding hint has already been used for that word

Text

Description automatically generated

Figure .11.2 Entering letter

Diagram, text

Description automatically generated

Figure .11.2 Entering either of the number

Text

Description automatically generated

Figure .11.3 Entering the number of a hint that is already used

## End of game display and prompt

Expected input: ‘y’ to play next game, ‘n’ to stop

Graphical user interface, text

Description automatically generated

Figure .12.1 Scoring below winning score



Figure .12.2 Scoring above the winning score

A screenshot of a computer

Description automatically generated with medium confidence

Figure .12.3 Scoring the max score without the use of lifelines

A screenshot of a computer

Description automatically generated with medium confidence

Figure .12.4 Entering other letters or numbers

Text

Description automatically generated

Figure .12.5 input 'y'

Text

Description automatically generated

Figure .12.6 Input 'N'

Text

Description automatically generated

Figure .12.7 When a game finishes and player have no more attempts (“Out of attempts for hangman” is updated menu)

# Other script functions

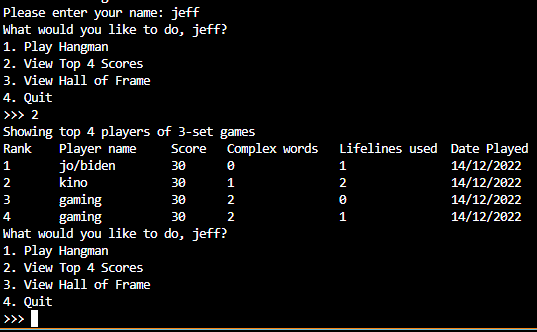


Figure . Selecting '2' in menu (Top X players)

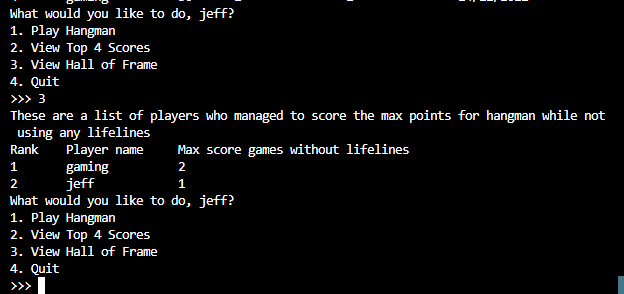


Figure . Selecting '3' in menu (Players in hall of fame)

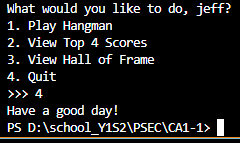


Figure . Selecting '4' (quit game)