# Project 1 Basic C# Programming

## Documentation

This is a hangman game that gives the user 10 tries to guess a word, if they fail to do so within the 10 tries the game ends and the user loses, if they do succeed, they win and the number of incorrect tries for that specific word is stored as their high score. The lower the number of guess the better.

When the program is ran, the user is provided with 2 buttons to either start the game or exit the application. When the game is started, a word is chosen randomly to be guessed. The user can then guess the word using the keyboard to press what they think are characters of the word, if the letter pressed is in the word it will be revealed and if not the user loses a try and some of the hangman is drawn. If the user wins, the word guessed is added to the high scores if it is either nonexistent there or if the incorrect guesses are fewer.