The Final Project

Ready.....Set....Go!

Objectives

- Use skills from throughout the course to create a piece of software you are proud of
- Learn how to manage a project
- Learn how to troubleshoot and find resources online
- Have Fun!

Skills

- Data Types - String, int, char, boolean, Arrays
- Program Flow - if statement, switch statement, while loop, for loop
- Variables
- Methods
- Libraries

Project Description

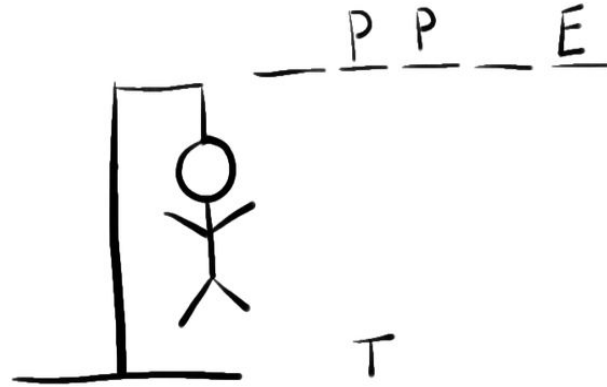You are going to create a hangman game you can play in the java console.

For those who don't know hangman
- http://www.hangman.no/

Examples:
- https://gist.github.com/leahloughran/2722645
- https://www.youtube.com/watch?v=NnE5M80i9yo

There are few requirements for this project, so you will have to be pretty independent. Of course, we will help you along. :D.

Project Requirements

- Be able to play a full game of hangman (2 player)
- One player enters a word and the other guesses
- The program must get guesses, and kept track of which guesses have been made, which have been right (filling in blanks), and how many have been wrong (the hangman).
- You can do this in many different ways, you programs will be unique
  - Ex: Guesses wrong: XXX or an actual ascii art picture printed to the console
  - You decide....

Steps

- Plan your project - What do you want the program to look like. How are you prompting and responding. (On paper)
- Write pseudo code - What are the steps the program will have to go through (In Eclipse using comments)
- Write actual program
  - If you are stuck, search on google for your problem, then if you can't get it ask us
    - Some good websites are tutorialspoint, oracle java docs, stack overflow

LET'S GET STARTED!