Hang Man design

11-08-2016

loop load
(7) - X
- reset for next game
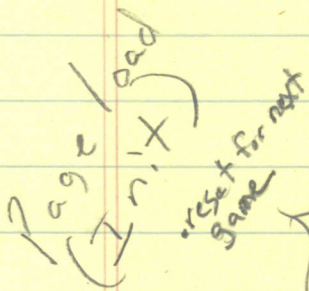
Press any Key to play

Computer randomly selects a word (StarTrek words)   all lowercase

place underscores for each letter in the word on screen

Set Guesses Remaining to 12

Set letters guessed to ∅

hide the Press any Key to play

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Begin loop

1.a Get Key press
1.b. is Guessed > ∅ Tc → game over Skipout
2. check was it already used?

    yes: then skip out

3. No then (add to letters used array)

4.   add to letters used array
5.   -1 to Guesses remaining
6   is the letter in the word?

        No - skip out

7.a.   Yes update the display array

            obj Members: word
                • Display (array)
                ┌─────────────────────┐
                │ • found (count)   │
                │ • length (of the word)│
                └─────────────────────┘
                • guessed letters (array)
                • won current game (boolean)
                • over (boolean)
                • reset for new game (function)

7.b.   show the • display

        • found +1
        • guessed letters (add to array)

8 . if found === length   (test length for win or Lose)

        • Won Current game = True
        • over = true
        • wins +1

        else if Guesses Remain == ∅
        yes: Display Sorry lost
        • over = true

9. if game over / else

10. Show Press any Key

11. • reset for new game