

HANGMAN

Structure

- Name of the game
- 2-step setup
 - Start - select level (easy, medium, hard) and play
 - Each level has set of randomized words generated/chosen by the computer
 - E.g. Easy level → 6-letter words vs hard level → 10+ letters
 - Play - actual game
 - Hangman that will be drawn
 - Lines to represent number of letters
 - Press letter on keyboard, if it's the right one → fills in, if it's not → error sound and hangman builds
 - Letter bank for the letters pressed but are not right
- Theme?
 - Have one theme for the whole game (describe in name/at the start)
 - Geography ('countries', landmarks, terms)
 - Canadian (animals, landmarks, province-specific, etc...)
 - Film/TV/Music

Artwork

- Step 1 - start box
 - Game title
 - Instruction button
 - Choose level (3 buttons)
 - Start game button
 - Sound off button
- Step 2 - play
 - Hook already there
 - Letter bank
 - Lines for word
- Depending on theme → background and hangman colours
- Parts of the hangman to look like it is being drawn (instead of just appearing)
- Look drawn-out to fit with old school nostalgic vibe
- Error message at the top → old/typewriter typeface in red

Outline

- Start box
 - When level is chosen, start button becomes clickable
 - If instructions button is clicked → instructions appear, back button available
 - When start button is clicked, box disappears (game begins)

- Game
 - Music playing in background, sound off/on button available
 - Restart button available, when clicked → start box pops up again
 - letter on keyboard is pressed, if right → appears in right places (lines)
 - If not → error sound and vibrate + randomized message appears at the top (E.g. oops, try again, tough luck, oh no, etc...)
 - Hangman → starts being drawn
 - If you guess the word before the man is hung → a smiley face is drawn and hangman transitions
 - If you don't → sad/dead face and start box pops up with "Game Over" title

Other

- Create list of words
- Choose music
- Theme
- Graphic stuff