

Hangman Pitch Document

I - Concept

I – 1 Introduction

Hangman is an educational word game in which the player must guess as many words as he can before number of tries runs out using only the definition and/or synonym of the word.

I – 2 Game analysis

This is a general overview of Hangman game:

- **Gender:**
 - Puzzle: Hangman game is based on word completion puzzle game.
- **Game Elements:**
 - The player will be guessing the letters of a word from its synonym or definition.
- **Content:**
 - Educational: The game will help expand the vocabulary of the player.
- **Theme:**
 - School vocabulary
- **Players:**
 - One player, both genders, over 4
- **Goal:**
 - The player have to guess all the letters of a word before a hanged man is fully drawn in the screen. For each incorrect letter a part of the hanged man is drawn.
- **Score:**
 - Score is obtained depending on how many tries before the player guess the word. (The lower number of tries, the better the score)

I - 3 Reference

This game was inspired by:

- ❖ The classical Hangman where the player just guess a random word (belonging to a category) without any hints except for how many letters it has. <http://www.hangman.no/>
- ❖ Crossword which is a puzzle consisting of a grid of squares and blanks into which words crossing vertically and horizontally are written according to clues. <http://games.aarp.org/games/crossword-easy>

I - 4 Target audience

This game is designed for everybody want to learn how to spell or expand his/her vocabulary.

I - 5 Platform

This game will be designed to run on Android phones (Android 6+). And it will be developed using Corona SDK

I - 6 Competitors

This game will have some competitors like:

- ❖ The classical hangman: The player can guess a random word without any extra hints except for how many letters it has.
- ❖ The parachute man: New variation of the classical hangman where instead of hanging a man the player is cutting the parachute strings everytime he/she misses a letter.
- ❖ Jokers hangman: A variation of hangman where the player can choose the category and has some “joker cards” to reveal some letters of the word.
- ❖ Birds, Beasts and Fishes: a player writes down the first and last letters of a word and another player guesses the letters in between

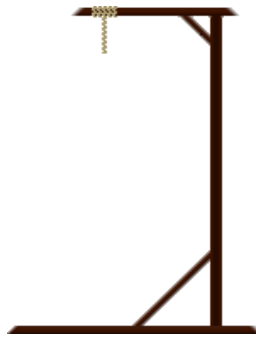
I - 7 Key features

This game is easy to grasp, and based on one of the oldest educational games (have arisen in Victorian times). Game theme is family friendly and can be played everywhere. The game is ideal for targeting people who wants to expand their vocabulary on their native or a new to learn language.

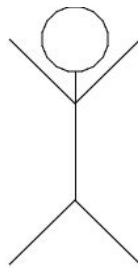
I - 8 Character design

To make a family friendly theme (considering the game name) the character (The hanged man) will be represented as a stick figure of a man being hung.

The post the man hangs from



The hanged man



II - Game mechanics

Like the name of the game suggest there will be a hanging man. The man will be hanged only if the player failed to guess the word after consuming all the retries.

II - 1 levels

There will be multiple levels and each level is represented by a wooden post and a hanging man in case the player loses. The user can choose between three modes of difficulty (easy - normal -

hard). The easy mode is suitable for the beginners (just start learning a language) or for elementary school kids. The hard mode is more suitable for native speakers and college students.

II - 2 Game play

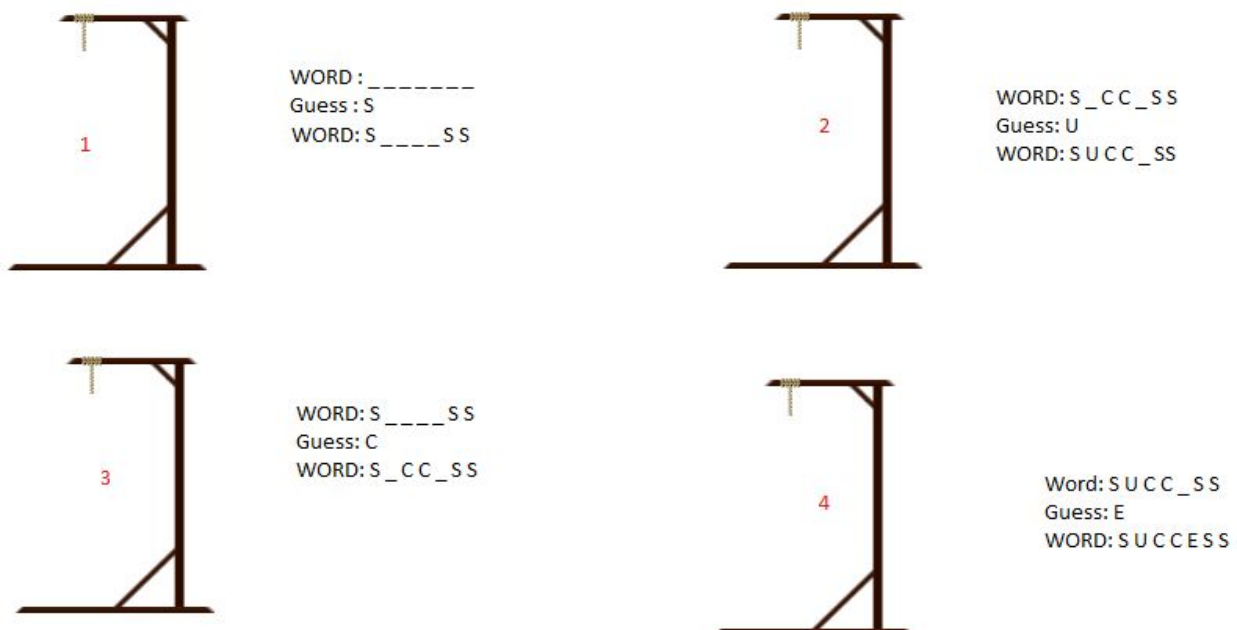
The computer will pick a word to be guessed, the word can be hard, normal, or easy depending on the player settings. The computer will show dashes matching the number of the letters the player will need to guess (if the word to be guessed has six letters the computer will provide six dashes). When the player pick a letter contained in the word to be guessed the computer will change the dash to that letter. If the letter is not contained in the word to be guessed a part of a hanging man will be drawn. The game is over when the man is fully drawn or the word is successfully guessed.

II - 3 Game on action

- A. This is an illustration of a winning game where the player will successfully guess the provided word:

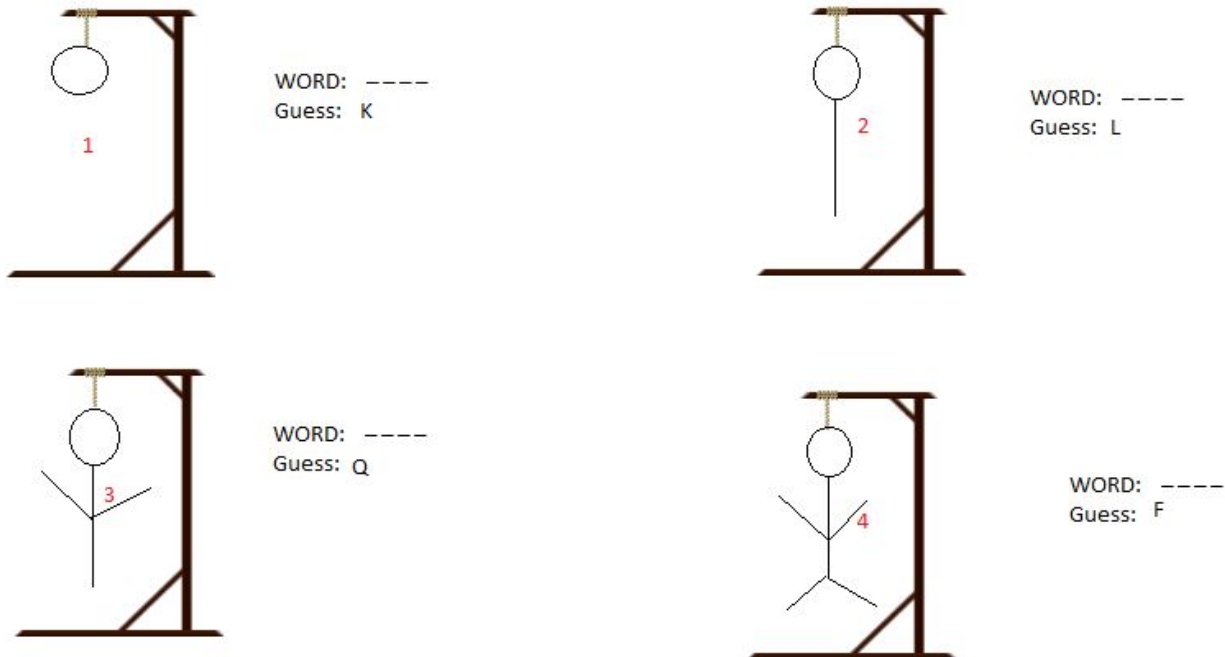
definition : the favorable or prosperous termination of attempts or endeavors; the accomplishment of one's goals.

Synonym: achievement, fame, triumph.



- B. This is an illustration of a losing game where the player will fail to guess the provided word:

definition : attractive, especially in a dainty way; pleasingly pretty



II - 4 Score

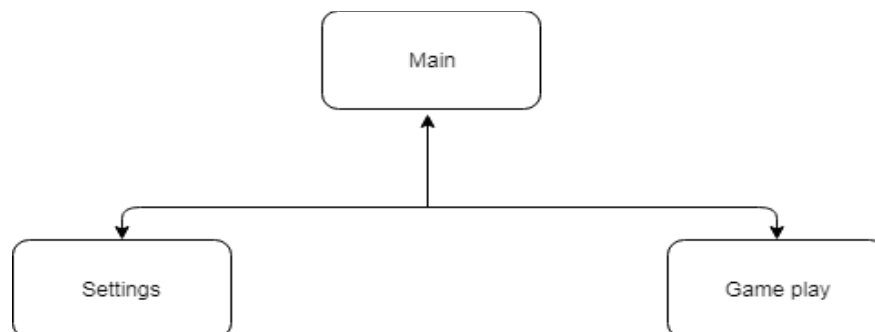
The player will have to guess the word before four parts of a hanging man is drawn (head - body - arms and legs). For every wrong try (the player pick a letter which is not contained in the provided word) a part of a hanging man is drawn. The less parts of a hanged man drawn in the screen the best the score. The score is accumulating for each play.

II - 5 Additional game elements

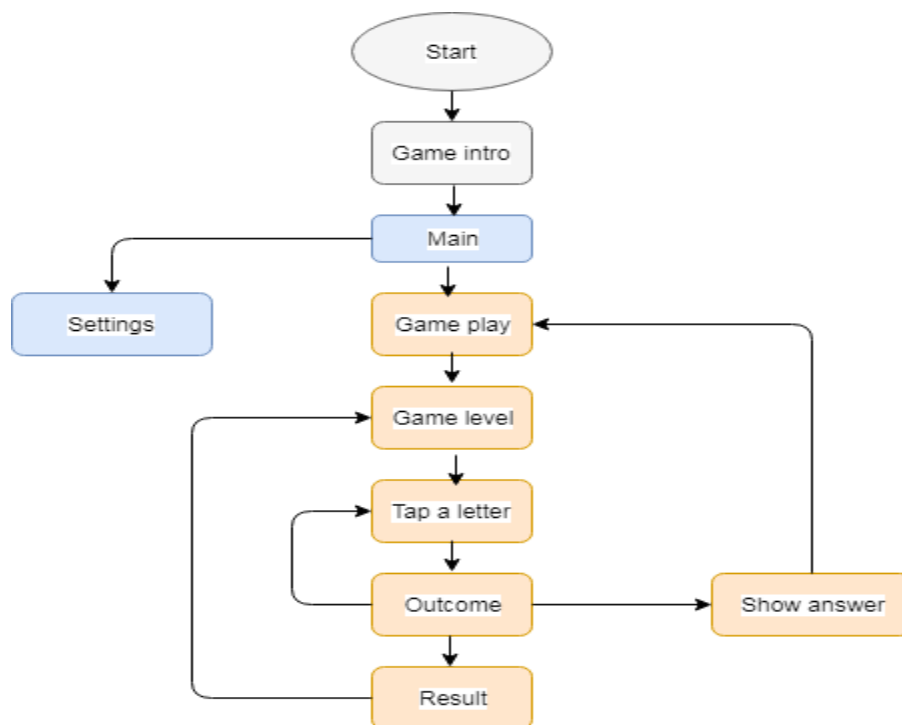
The player have three “joker cards” to use. Using a “joker card” the player can decide to:

1. Reveal a phrase using that word. For example if the word to be guessed is “help” the phrase will be: The exercise of restraint is certain to **** the achievement of peace.
2. reveal one letter in the word.

II - 6 Screen Flow



Main	<ul style="list-style-type: none"> • Play • Settings
Settings	<ul style="list-style-type: none"> • Choose difficulty • Choose language • Toggle background music • Back
Game play	<ul style="list-style-type: none"> • Pause / Resume • Use “joker card” (if any) • Show answer (giving up) • Show current score • Show high score



III - Tech

III - 1 Dimension and graphics

The right graphic choice of this game is 2D. We will be using a 2D background and 2D sprites to draw the post and the hanged man body. The reference sprite size for this game is 60 px.

III - 2 Camera

Because it is a simple 2D game and the character doesn't have to move, the camera will be fixed and top-down position.

III - 3 Controle Interface

The player will have to tap on the screen to choose a letter or custom the game settings.

III - 4 Platform

This game is targeting Android phones of screen resolution 960*640 pixels at 326 pixel per inch. The display size will be 3.5 inches. This game will use a mono audio output.

III - 5 Game on screen

Component	Dimension (width X height) px
Additional game Info	960 X 70
Game area	700 X 500
Advertising banner	960 X 70
Hanged man	60 X 150
The post the man hangs from	90 X 300
Text font	18 px

III -6 Game assets

Assets	Description	type
Background	Shared for all levels	image
Wooden post	The post where the hangman will be hanged from	sprite
Hangman parts	The four parts of the hangman (Head - body - arms - legs)	sprite
Background music	The background music that will be played all the time	Audio
Touch music	Sound that will be played if the player tap on a letter	Audio

Win music	Sound will be played if the player successfully guess the word	Audio
Fail music	Sound will be played if the player failed to guess the word	Audio

IV - Discussion

A. What we couldn't implement:

The joker option was not implemented in this version of the game because the time didn't allow it. And we decided that the game will become too easy with it.

We didn't implement the penalty logic (If the player missed a word will receive -25 penalty).

Actually we have decided against it and went with if the player guessed the word will have +1 if not the game will show game-over and start from the beginning.

B. How we can improve it:

The application in the future should:

- Use a dictionary API to cover the majority of the words.
- Provide multi-language option
- The user can choose its avatar to be hanged.
- Support sharing your score on social media.
- Make a "pause" between guessing the word and showing the next one.

C. Team collaboration

Abdelhak	<ul style="list-style-type: none"> - Provide the first design of the game - Creates the game engin and logic
Santhosh	<ul style="list-style-type: none"> - Provided hanger and high score modules - Created scene and scene flows