

Hang-Me-Not

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The project is a different version of classical Hangman paper game. A player is given a word and he/she has to guess it by suggesting letters within a certain number of guesses. The word to guess is represented by a row of dashes, which represents each letter of the word. If the player guesses the word within certain number of guesses, they will be rewarded with warm coffee or hot chocolate. And if the player loses, they will be hanged until they are dead.

As the name of the project suggests, we will make it easy for the player to win the game. There will be a hint button or a number to type, if the player wishes to get hint to guess the word. The hint could be the meaning or synonym of the word to guess. It would be fun to play and also it will increase ones vocabulary. Currently, I am planning to work with English words but it would not be difficult to try with other languages.

Some of the classes and objects of the game would be:

- Classes
 - `hang_me_not`
 - `player_info`
 - `hangman_graphic`
- Objects
 - `play_game`
 - `load_word`
 - `check_input_letter`
 - `return_result`

User Case

Bob wants to play a game Hang-Me-Not. He is given a word to guess:

_ _ T _ _ N

Here Bob has to guess 4 correct letters which completes the word. He starts guessing the letters that could complete the word. If the guess is correct, the correct guess is inserted in _ place of the word. If not the counter to guess the word is increased by 1.

For example the word to guess is PYTHON. If Bob guess letter 'L' which is not in the guess word, the counter to guess the word is increased by 1. Bob is allowed to input next guess again. He guesses 'O', which is in the guess word. Now the remaining letter to guess are 3. Bob is allowed to guess until the counter to guess reaches its limit. If he correctly guess the word before the counter size, he wins the game. Bob is rewarded with warm chocolate and now Bob is happy. If he couldn't guess the word, Bob will be hanged until he is dead.