Hypermedia project hand-in

Part 2: Create a web game: Hangman

1 Project Goals

In this project, you will have to develop a simple web game. This game will be the Hangman game. This game is a guessing game for two or more players. One player thinks of a word, phrase, or sentence and the other(s) tries to guess it by suggesting letters within a certain number of guesses. Initially, the word to guess is represented by a row of dashes representing each letter of the word. If the guessing player suggests a letter which occurs in the word, the other player writes it in all its correct positions. If the suggested letter does not occur in the word, the other player adds one element of a hanged stick figure. Generally, the game ends once the word is guessed, or if the stick figure is complete — signifying that all guesses have been used.

For this project, you will have to implement a version of this game where the computer will randomly pick a word from an array of word candidates and show the corresponding dashes. The user will have to guess different letters and the game will have to show them on the word or add an element on the figure. The game finishes when all the word is discovered, or the hangman figure is completed.

Next, some snapshots of a possible implementation are shown. It's not assumed to do exactly the same interface, but it's a suggestion:

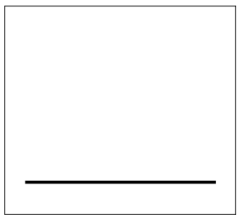
Hangman game

Anton

Wins: 0, Loses: 0

_ _ _ _ _

e Guess!



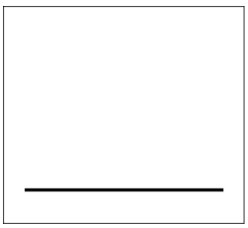
Hangman game

Anton

Wins: 0, Loses: 0

_ _ _ _ E

m Guess!



E

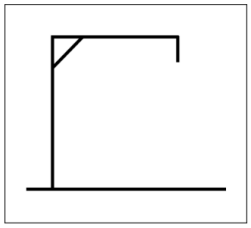
Hangman game

Anton

Wins: 0, Loses: 0

A P P _ E

Guess!



E M A S N

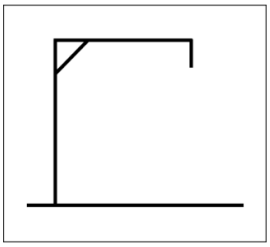
P

Anton

Wins: 0, Loses: 0

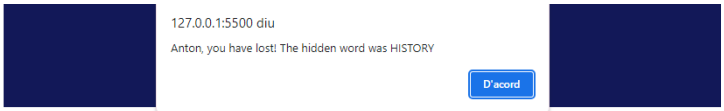
A P P L E

Guess!



E M A S N

P L

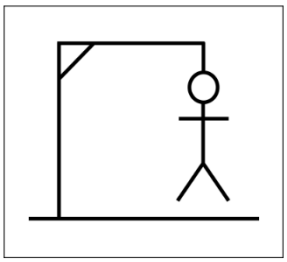


Anton

Wins: 1, Loses: 0

_ _ S _ O _ _

Guess!



E M A P O

U F G S K

2 Documentation

The final submission will be consisting of a zip file on Moodle with the following parts:

- **README** file with any information related to the implementation.
- **Website code** (HTML, CSS, JavaScript, and image files).

3 General considerations:

- This project should be developed in groups of **two people**.
- Some figures for the hangman representation are provided. Feel free to use them or modify them if you want.
- To pick the word, create an array of words (around 20 is ok for this prototype) and randomly select one of them.
- You can use other tools such as Bootstrap or other frameworks. Mention it on the README file and justify why you have used them.
- Try to be creative in your proposal.
- Code clarity and correctness will be evaluated.