**Word Guessing Game**

1. **Introduction**

This game is the Word Guessing Game. This is played by the user, you will guess letters and if they are in that word they will print out, and if not, you will have to guess again.

1. **Design and implementation**
2. Ask the user for their name
3. Start guessing the characters
4. If guessed correctly, you will win
5. If guessed incorrectly, you will lose.
6. The program will ask you to play again.
7. If yes, the game will be repeated
8. If not, the game will exit.

This is a simple interpretation of the hangman game, basically just guessing characters until you guess the word completely.

1. **Conclusion**

I learned quite a bit during this transition, starting from the idea, design, implementation, pseudocode and documentation. I was also able to get some object-oriented integrated to the design.

The best thing moving forward, is to extend the idea even more and make it even more flexible than it is.