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Hangman - Project proposal

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Overview

This C project shall recreate the classic game of hangman, but with a touch of programming. The user must guess the word that the computer has chosen for them, just by using letters. For every right letter guessed, the letter(s) along with its correct position(s) will be displayed in the computer. For every wrong letter guessed, a part of hangman will be drawn on the computer. After seven wrong guesses, a full hangman is formed and the user loses the game :(

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Technical goals

1. **Use custom header(s):** The project shall include a custom header file in which the prototypes for the functions used in this project will be d`eclared. Thus, this project will use an organized and modular approach.

2. **Use multiple C files:** Multiple .c files will be used and they will be created such that each of those serve a specific purpose

3. **Use file handling:** The list of words the user must guess shall be stored in a file, and upon playing the game, everytime a random word from the file would be picked.