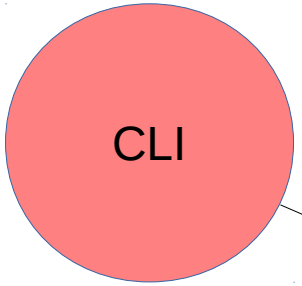
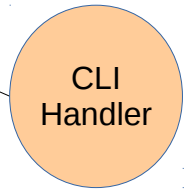
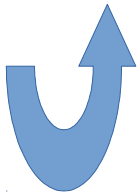



--name (player id) --type ("human" or "robot") --random (num random secrets, max 10) [--secret (hangman word(s)) --baseline] [--log --display --timeout]

or aliases: -n (player id) -t ("human" or "robot") -r (num random secrets, max 10) [-s (hangman word(s)) -bl] [-l -d -ti]

```
$ mix escript.build
$ ./hangman_game -n martha -t robot -r 1 -d

#martha_feed --> Game 1 has started
#martha_feed Game 1, secret length --> 10
#martha_feed Game 1, letter --> e
#martha_feed Game 1, Round 1, status --> ----------; score=1;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> i
#martha_feed Game 1, Round 2, status --> -----I--I-; score=2;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> s
#martha_feed Game 1, Round 3, status --> -----IS-I-; score=3;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> t
#martha_feed Game 1, Round 4, status --> -----ISTI-; score=4;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> a
#martha_feed Game 1, Round 5, status --> ---A-ISTI-; score=5;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> r
#martha_feed Game 1, Round 6, status --> ---A-ISTI-; score=6;
status=KEEP_GUESSING

#martha_feed Game 1, letter --> d
#martha_feed Game 1, Round 7, status --> D--A-ISTI-; score=7;
status=KEEP_GUESSING

#martha_feed Game 1, word --> dynamistic
#martha_feed Game 1, Round 8, status --> DYNAMISTIC; score=7; status=GAME_WON

#martha_feed Game Over!! --> Game Over! Average Score: 7.0, # Games: 1, Scores:
 (DYNAMISTIC: 7)
```



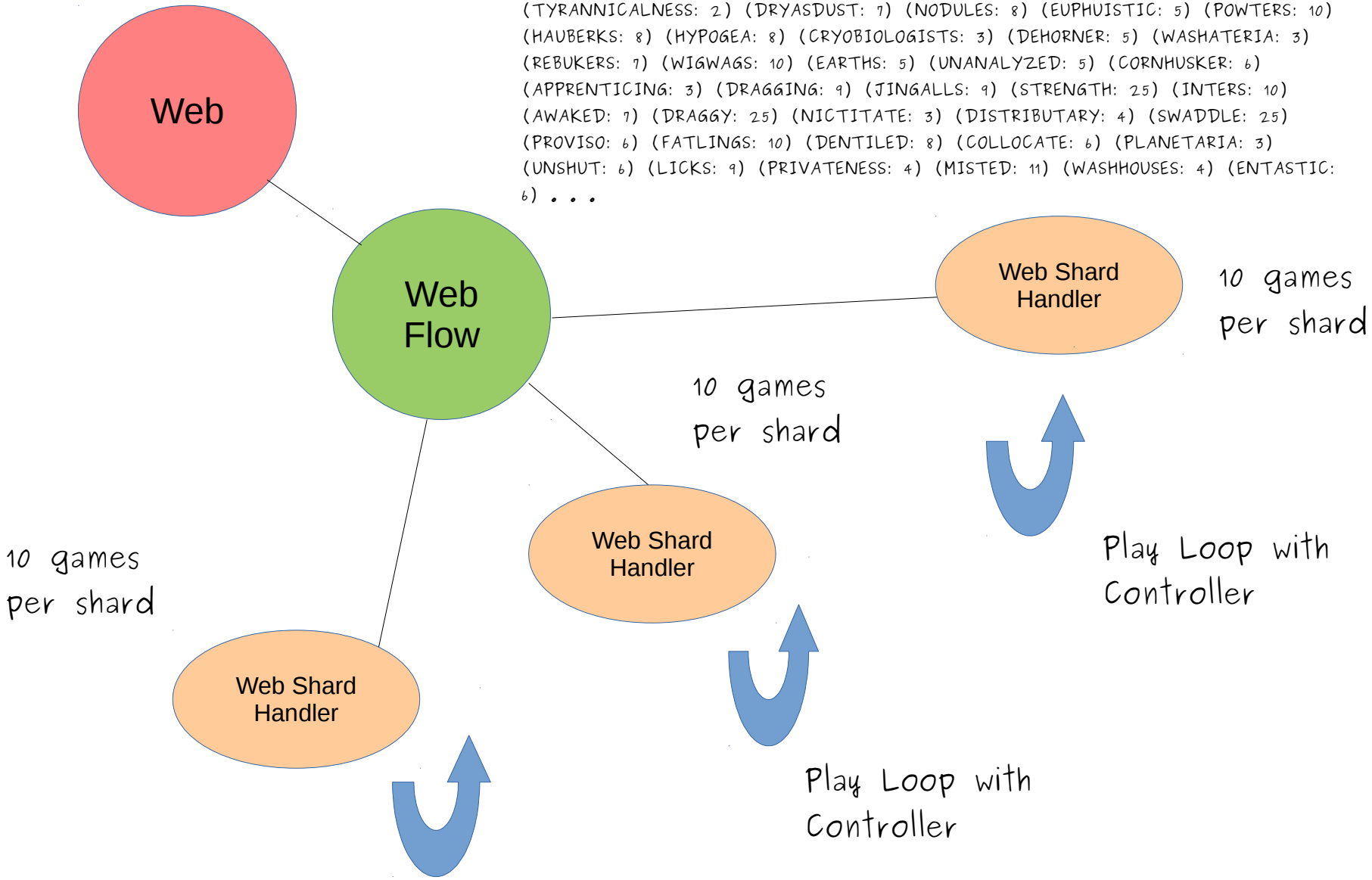



Play Loop with Controller

# Hangman Command Line

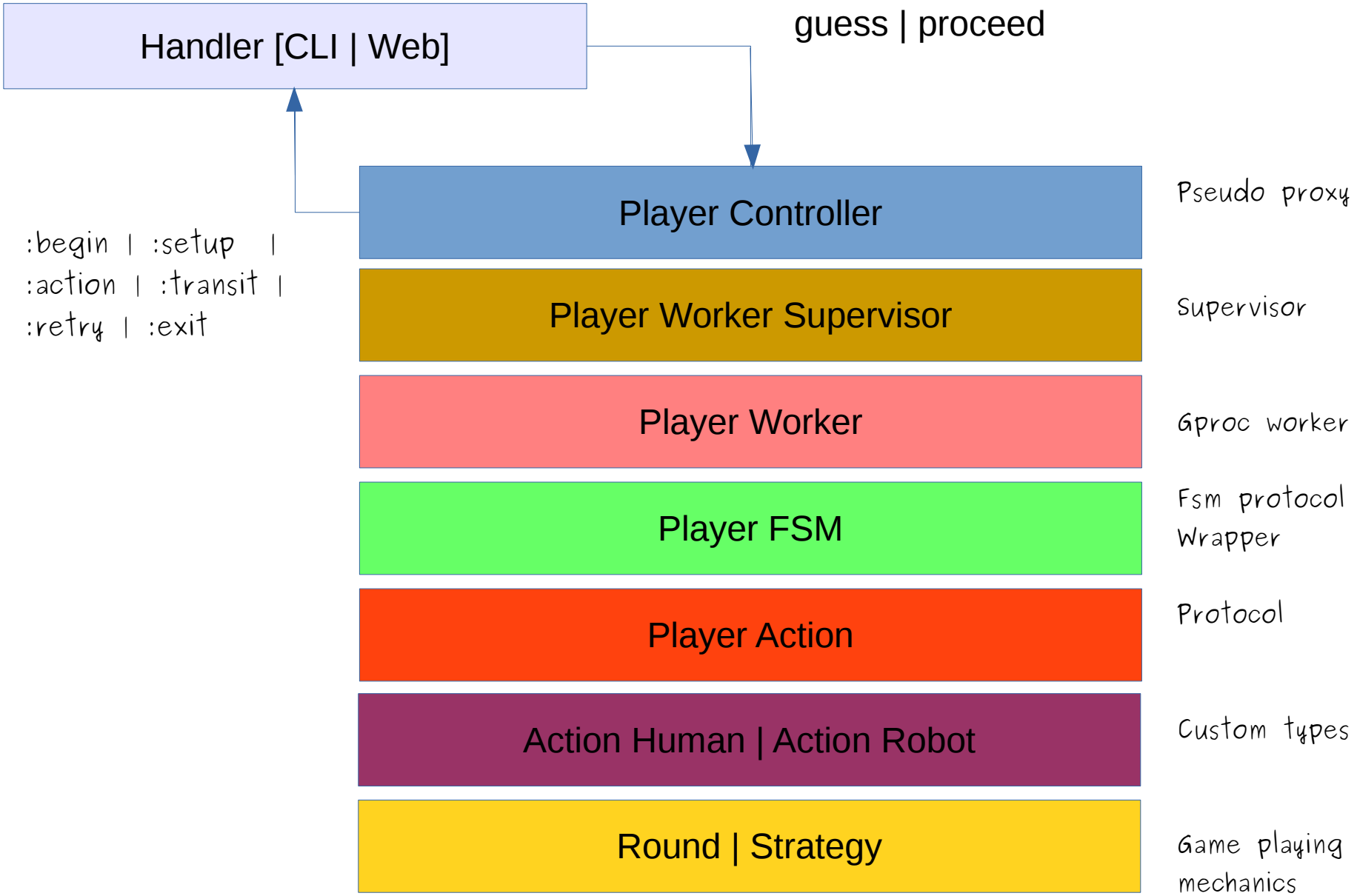
HTTPoison.get http://127.0.0.1:3737/hangman?name=typhoon&random=200

(ULTRAPRACTICAL: 2) (HOOTCH: 6) (TAXED: 25) (PROSPECTORS: 4) (MALIGN: 7)
(TYRANNICALNESS: 2) (DRYASDUST: 7) (NODULES: 8) (EUPHUISTIC: 5) (POWTERS: 10)
(HAUBERKS: 8) (HYPOGEA: 8) (CRYOBIOLOGISTS: 3) (DEHORNER: 5) (WASHATERIA: 3)
(REBUKERS: 7) (WIGWAGS: 10) (EARTHS: 5) (UNANALYZED: 5) (CORNHUSKER: 6)
(APPRENTICING: 3) (DRAGGING: 9) (JINGALLS: 9) (STRENGTH: 25) (INTERS: 10)
(AWAKED: 7) (DRAGGY: 25) (NICTITATE: 3) (DISTRIBUTARY: 4) (SWADDLE: 25)
(PROVISO: 6) (FATLINGS: 10) (DENTILED: 8) (COLLOCATE: 6) (PLANETARIA: 3)
(UNSHUT: 6) (LICKS: 9) (PRIVATENESS: 4) (MISTED: 11) (WASHHOUSES: 4) (ENTASTIC:
6) . . .



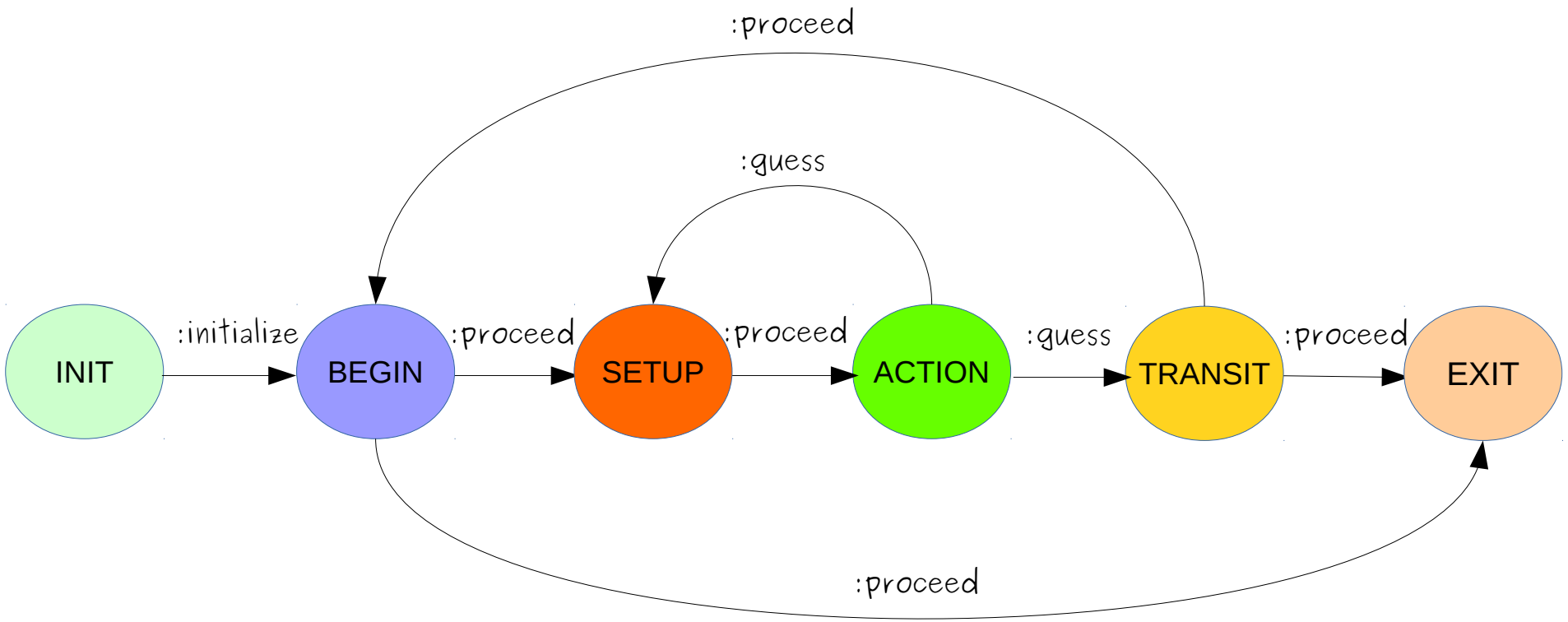

HTTPoison.get http://127.0.0.1:3737/hangman?
name=typhoon&secret[]=eel&secret[]=porcupine

# Hangman Web

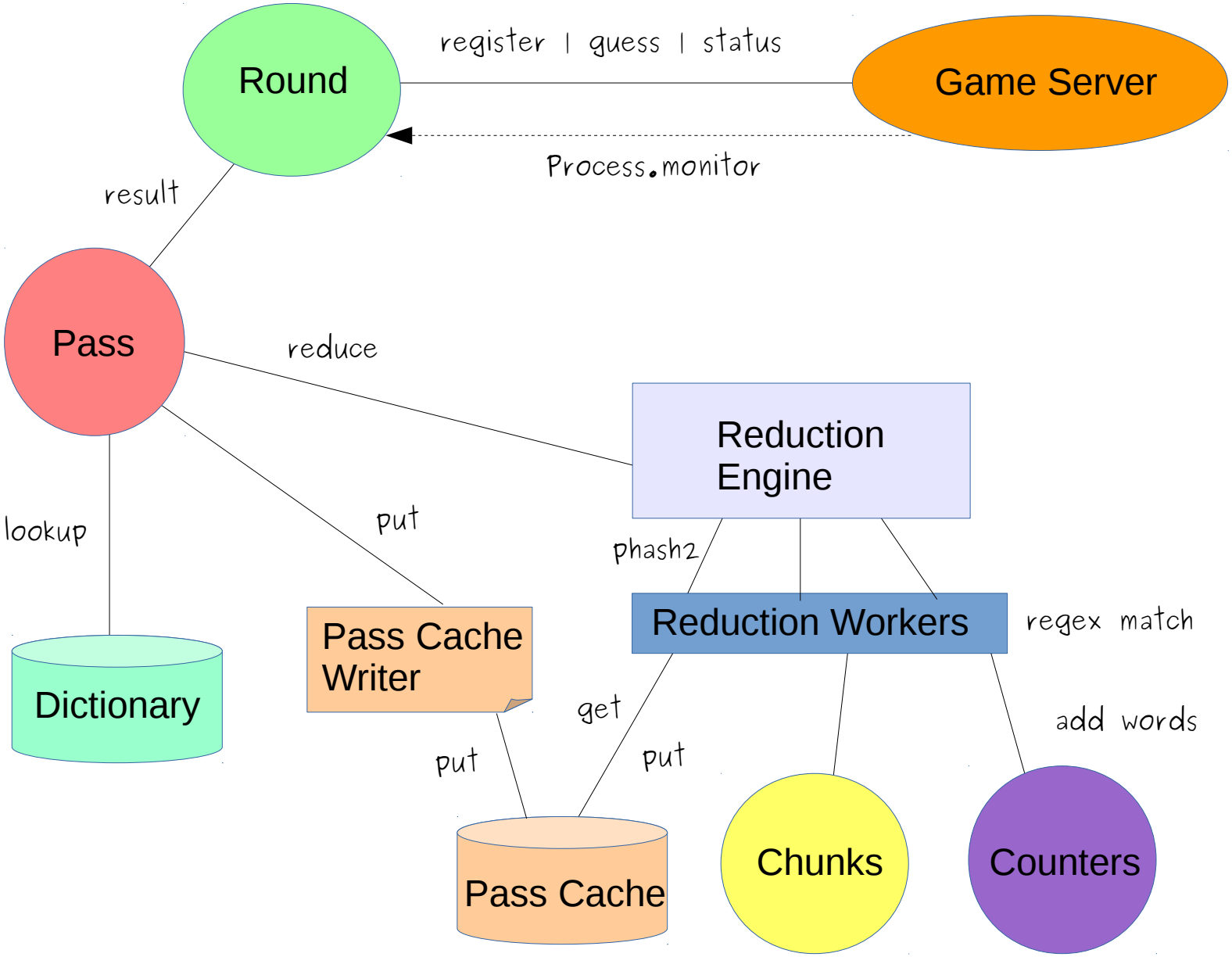



Player Abstraction Stack

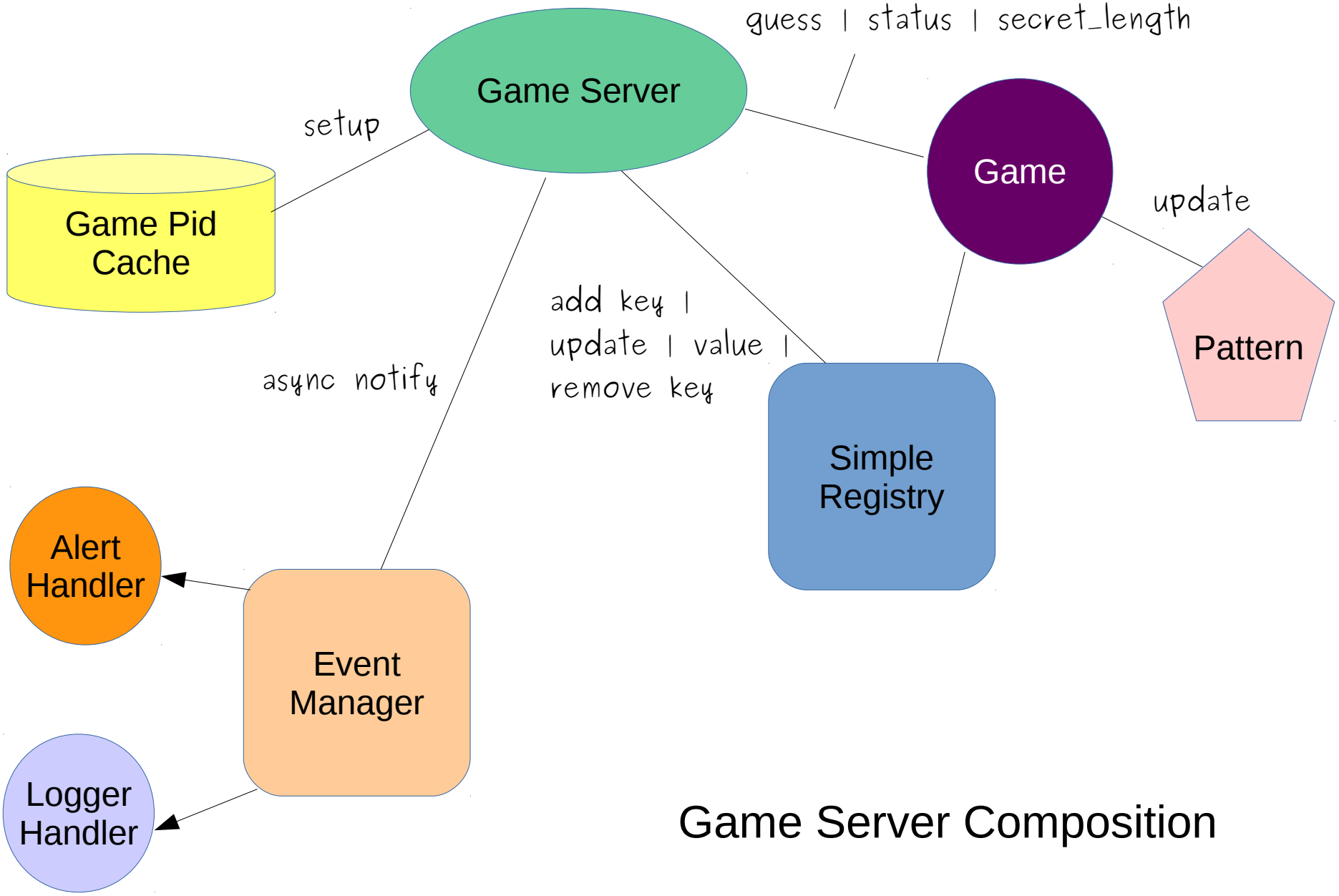
# Player Finite State Machine Flow



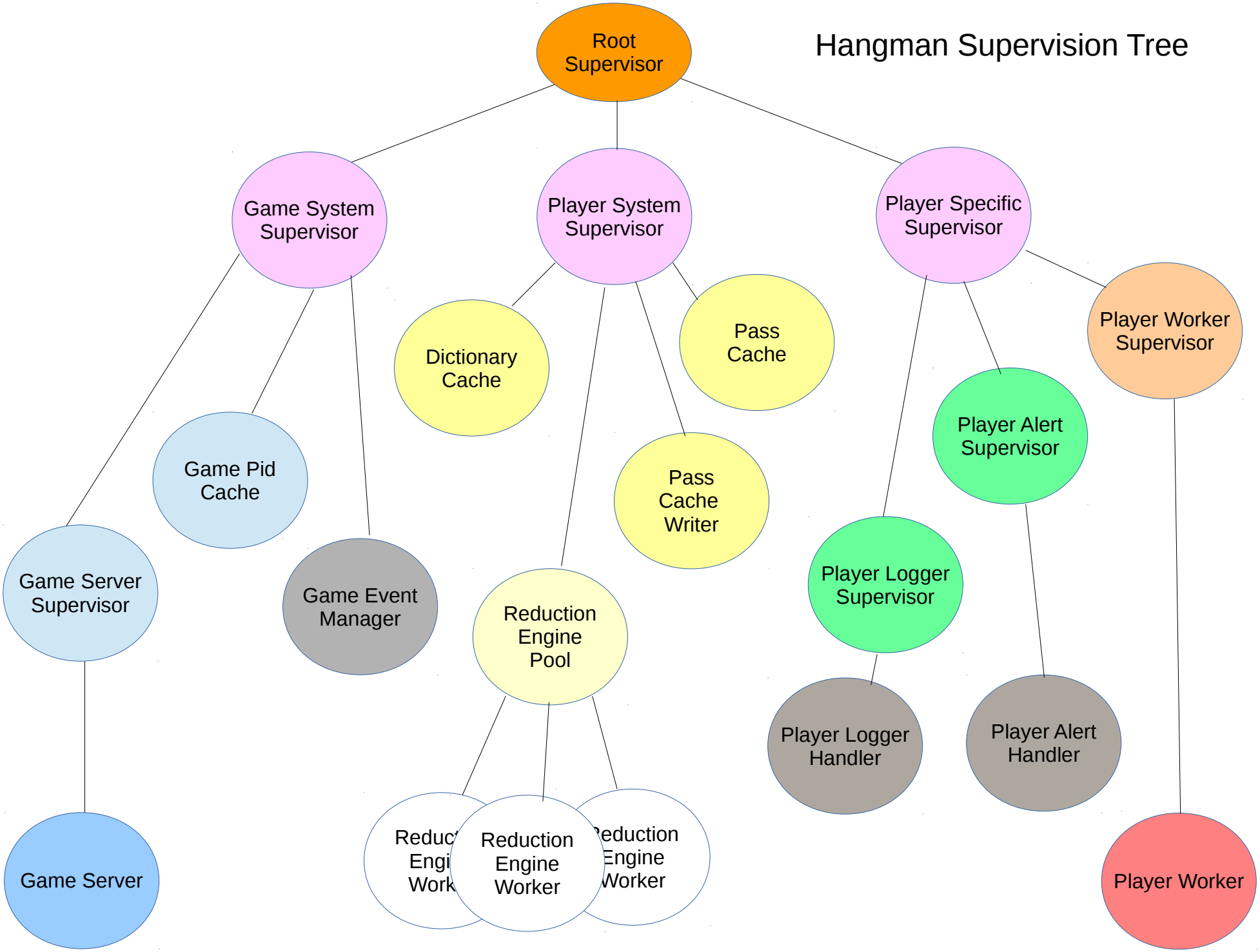

init - Start state
begin - Start new game, if previous game is :abort and no games left → :exit
setup - Setup round guess, if :human ask for letter input
action - Perform guess, if more rounds left go back to :setup else :transit
transit - Single game over, start new game or exit if all games finished
exit - Games over!




Player System Interaction




Game Server Composition


Hangman Supervision Tree
Root Supervisor
Game System Supervisor
Player System Supervisor
Player Specific Supervisor
Dictionary Cache
Pass Cache
Player Worker Supervisor
Game Pid Cache
Player Alert Supervisor
Pass Cache Writer
Game Server Supervisor
Game Event Manager
Reduction Engine Pool
Player Logger Supervisor
Player Logger Handler
Player Alert Handler
Reduction Engine Worker
Game Server
Player Worker