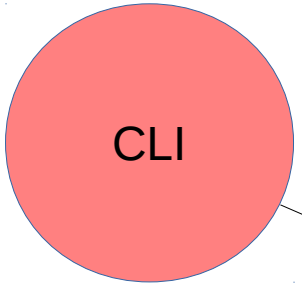
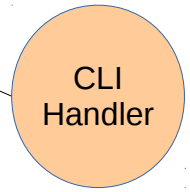
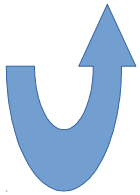


--name (player id) --type ("human" or "robot") --random (num random secrets, max 10) [--secret (hangman word(s)) --baseline] [--log --display]

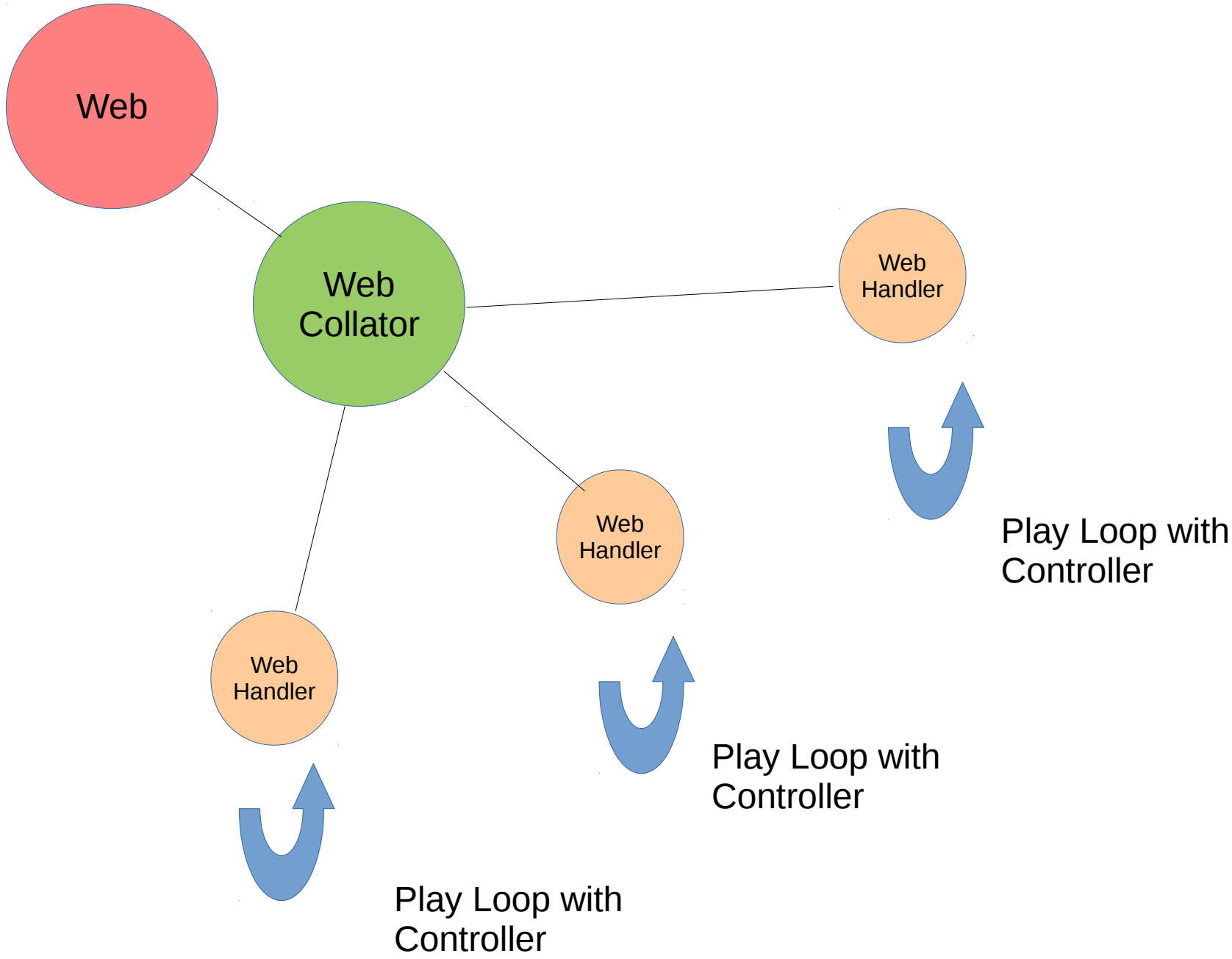
or aliases: -n (player id) -t ("human" or "robot") -r (num random secrets, max 10) [-s (hangman word(s)) -bl] [-l -d]

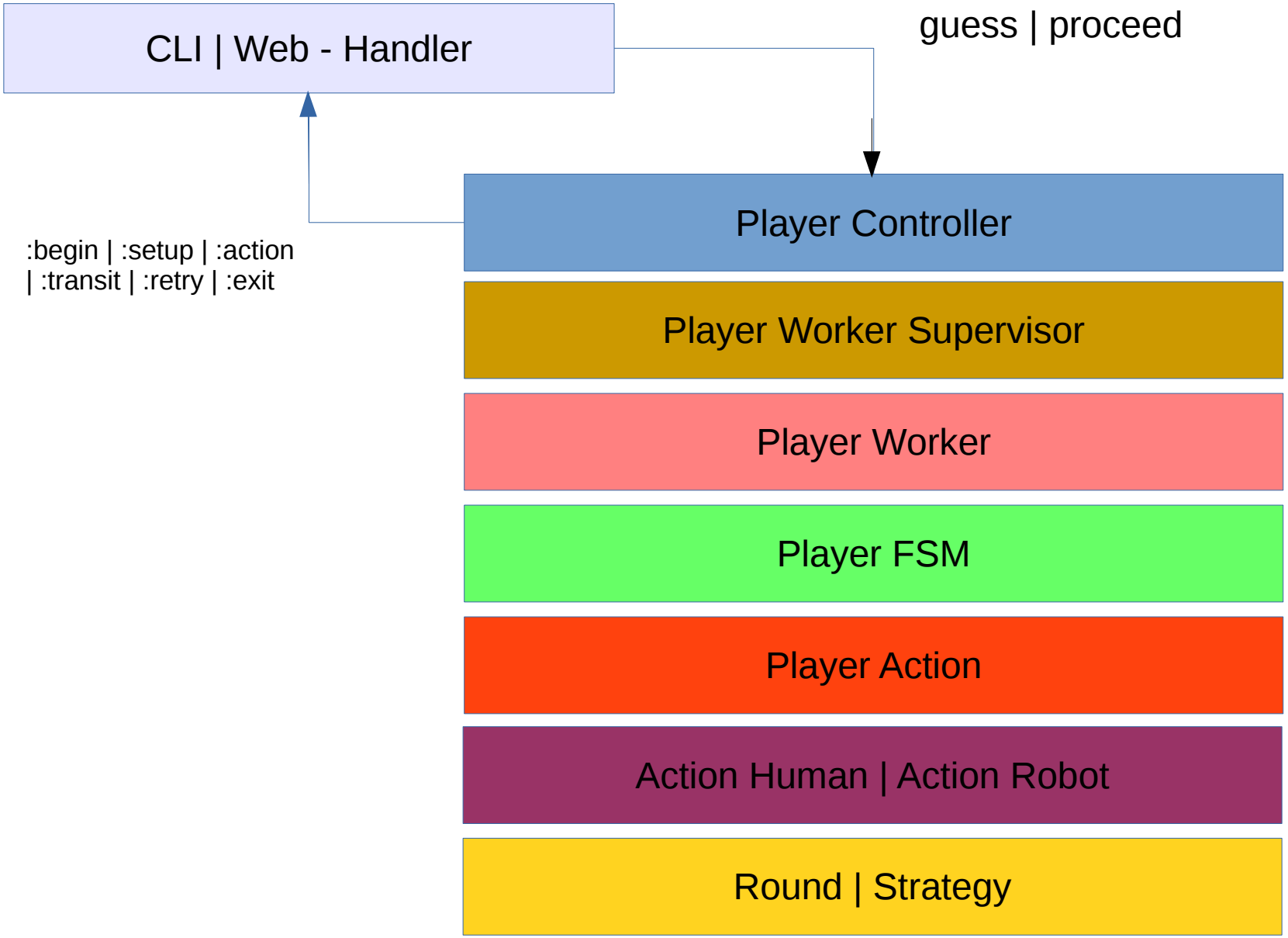
```
$ mix escript.build
$ ./hangman_game -n martha -t robot -r 1 -d

#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)
```





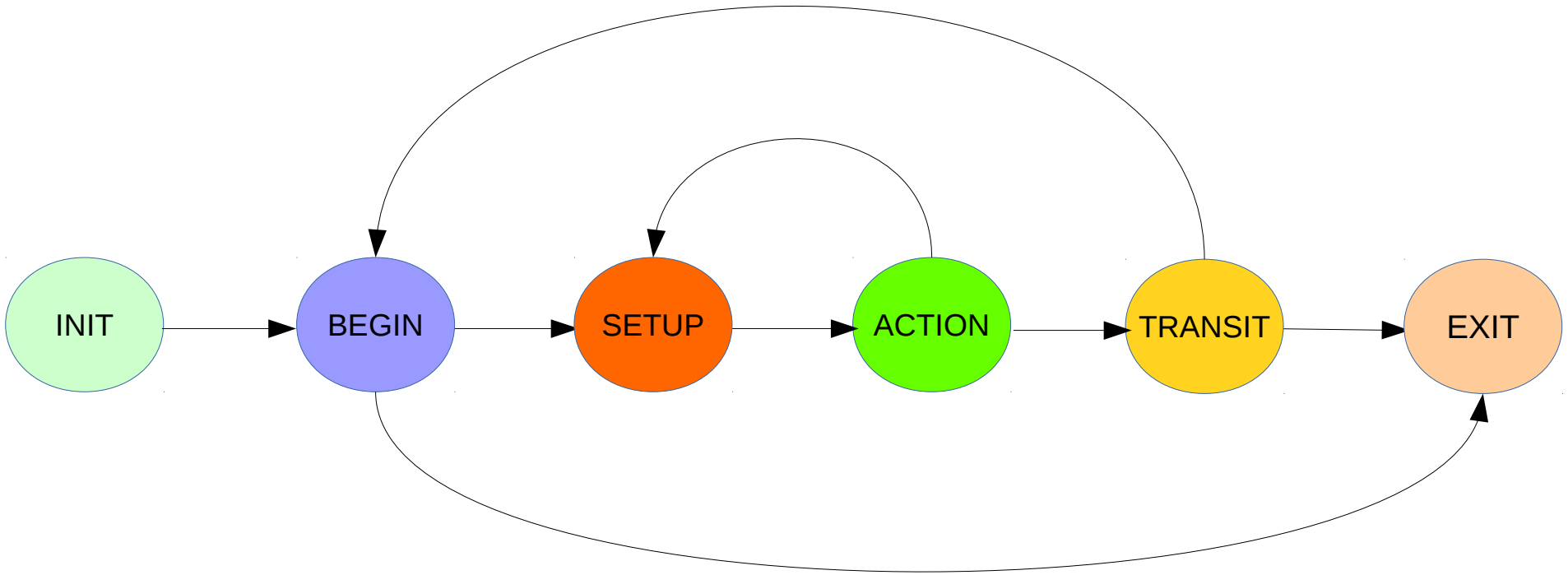
Play Loop with Controller


Web
Web Collator
Web Handler
Web Handler
Web Handler
Play Loop with Controller
Play Loop with Controller
Play Loop with Controller

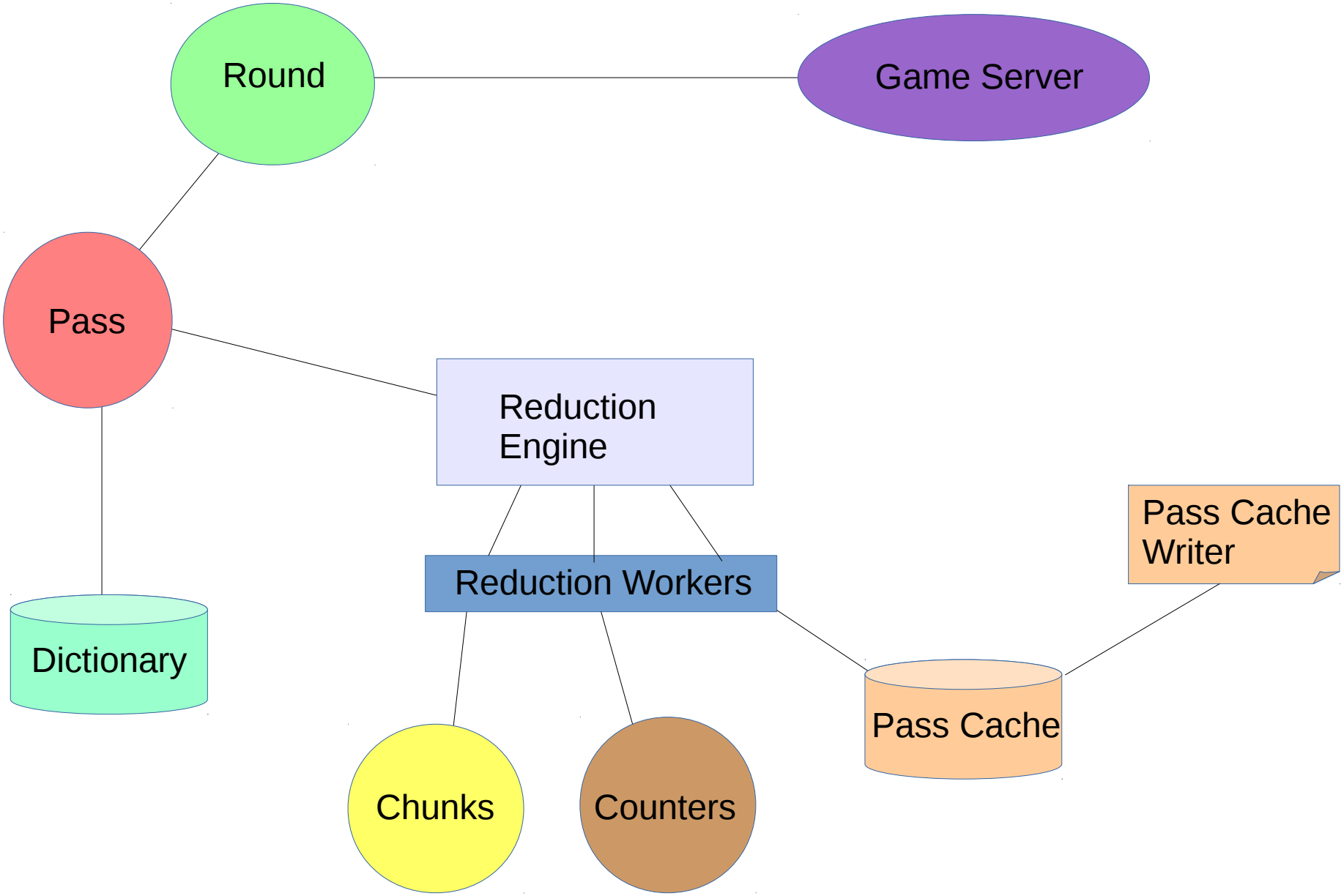


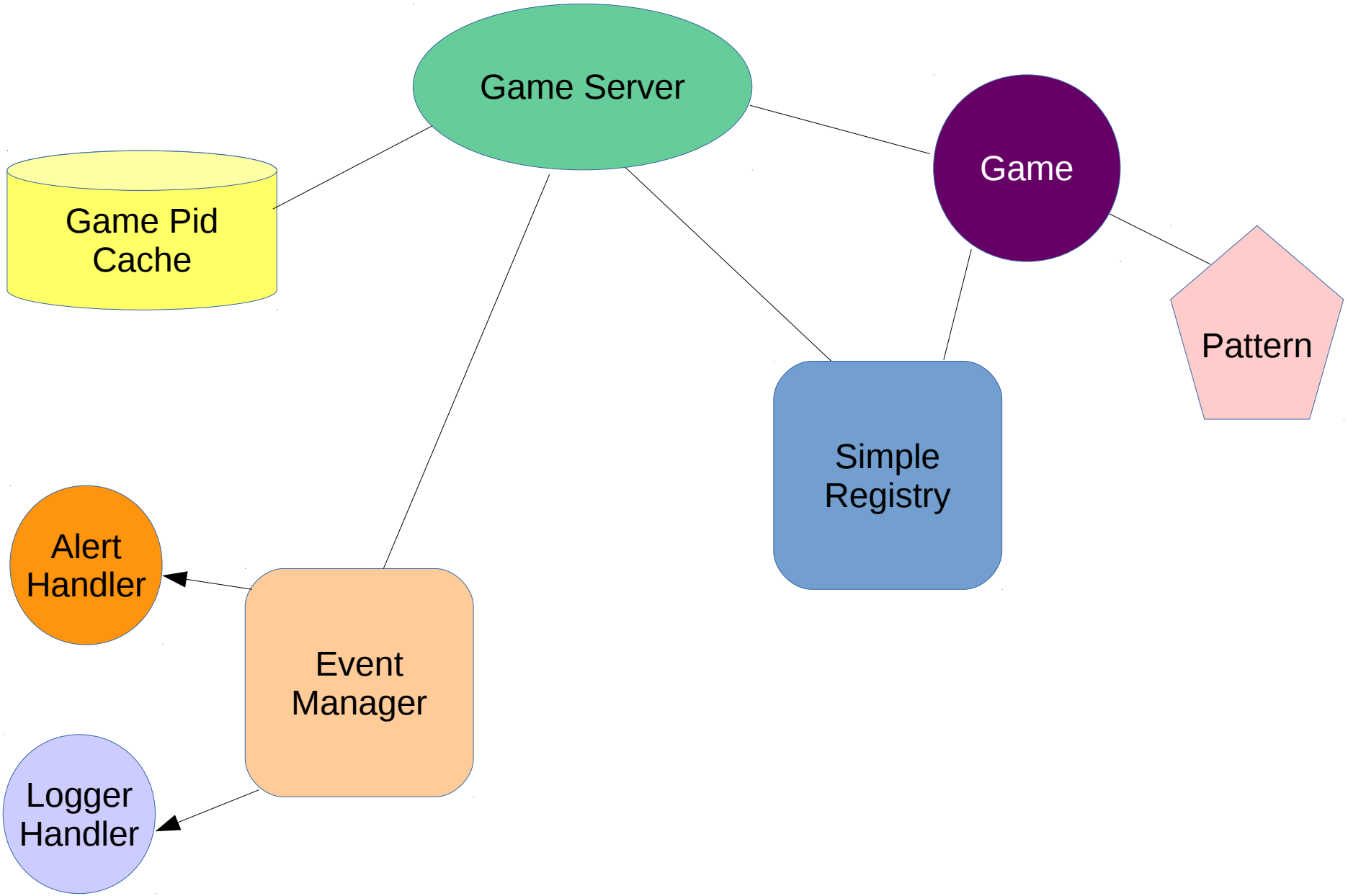
Player Abstraction Stack

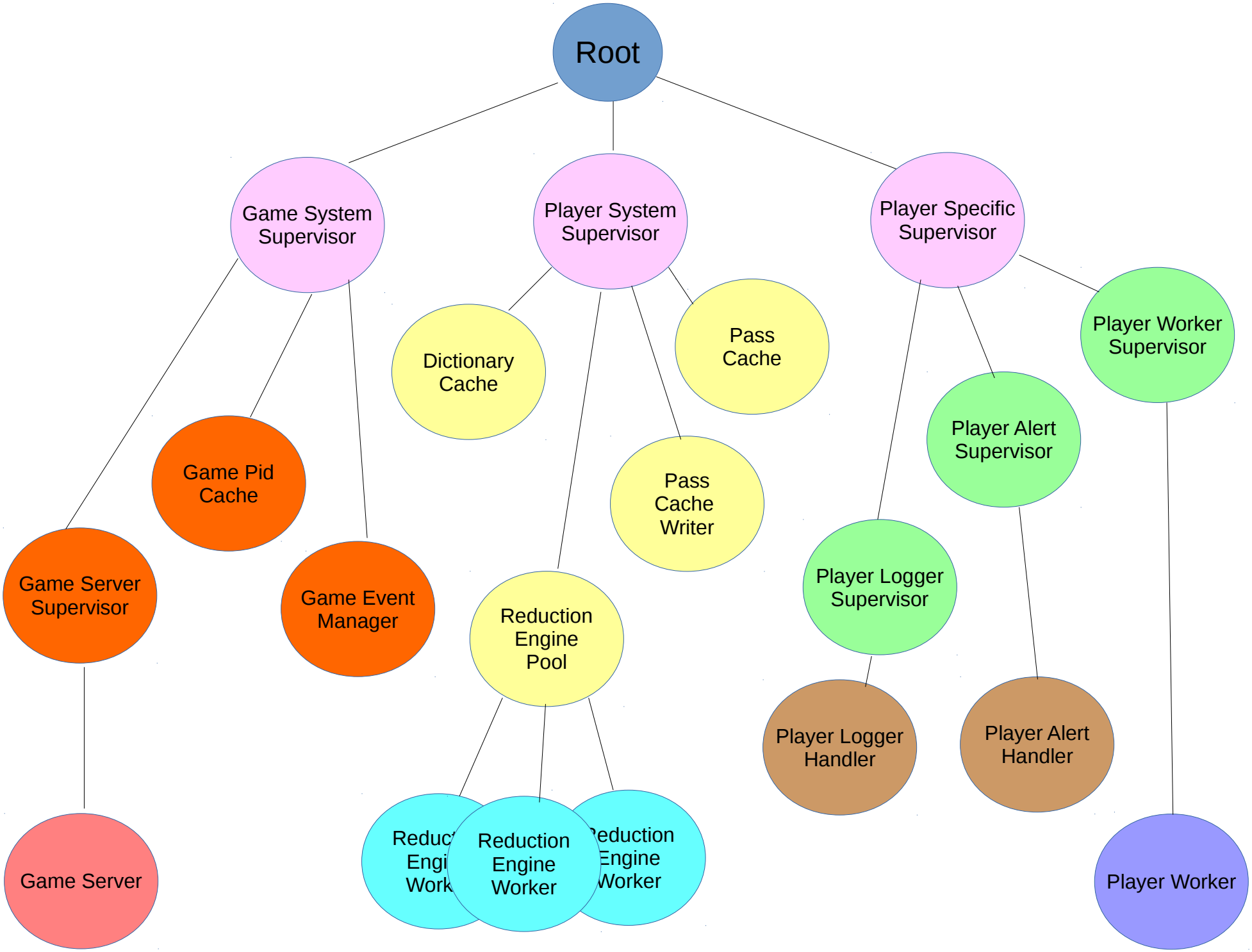
Player Fine State Machine Flow



: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!


Round
Game Server
Pass
Reduction Engine
Pass Cache Writer
Reduction Workers
Dictionary
Pass Cache
Chunks
Counters


Game Server
Game
Game Pid Cache
Pattern
Simple Registry
Alert Handler
Event Manager
Logger Handler


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