

HANGMAN

?

II



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

? ? ? ?

Bibek Pandey - Elixir Hangman Portfolio Deck

CLI

--name (player id) --type ("human" or "robot") --random (num random secrets, max 1000) [--secret (hangman word(s)) --baseline] [--log --display -timeout] [--parallel (suggested w/40 secrets or more)]

or aliases: -n (player id) -t ("human" or "robot") -r (num random secrets, max 1000) [-s (hangman word(s)) -bl] [-l -d -ti] [-pl]

```
$ 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 --> dynamic
```

```
#martha_feed Game 1, Round 8, status --> DYNAMIC; score=7; status=GAME_WON
```

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

Handler

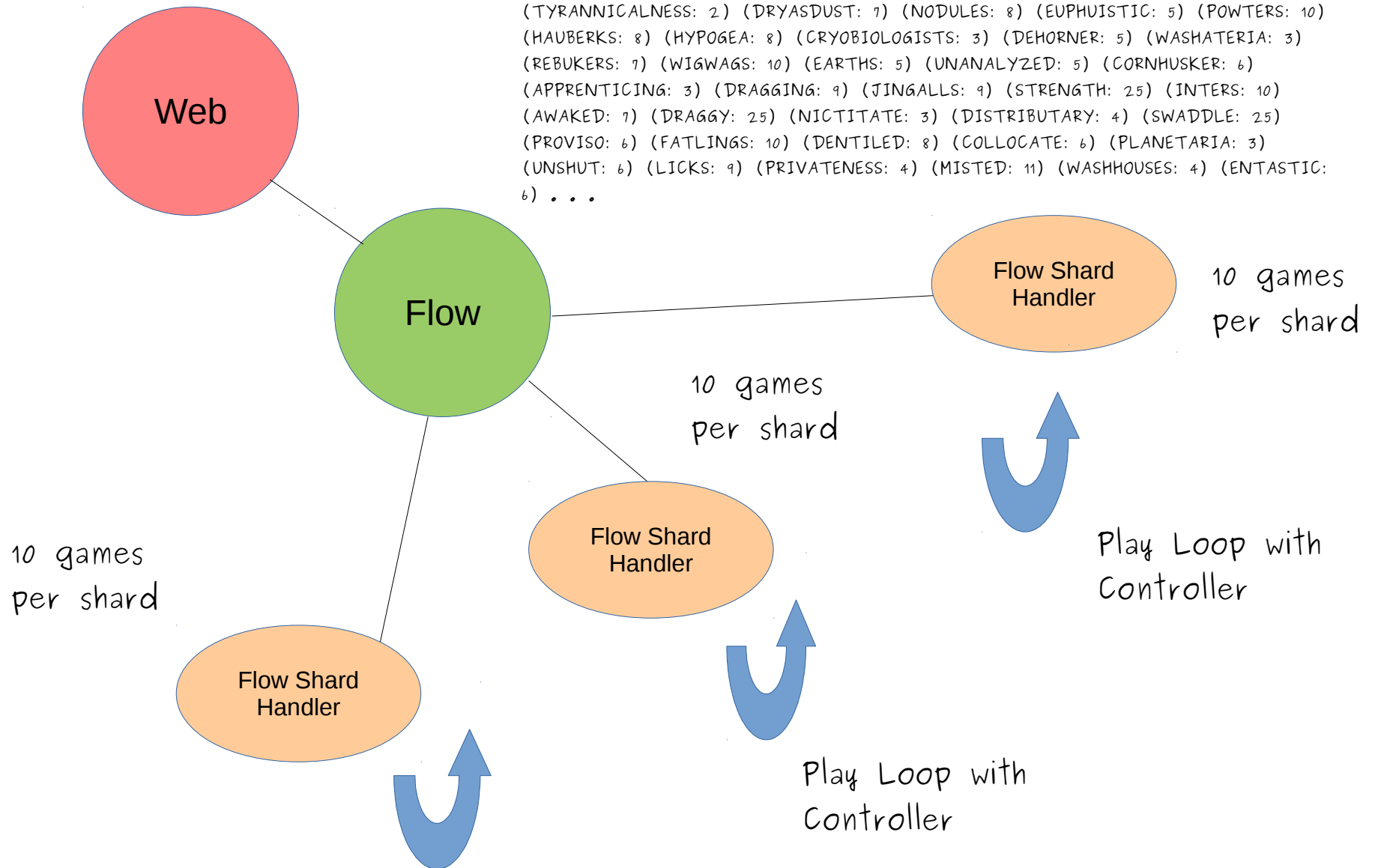


Play Loop with
Controller

Hangman Command Line

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

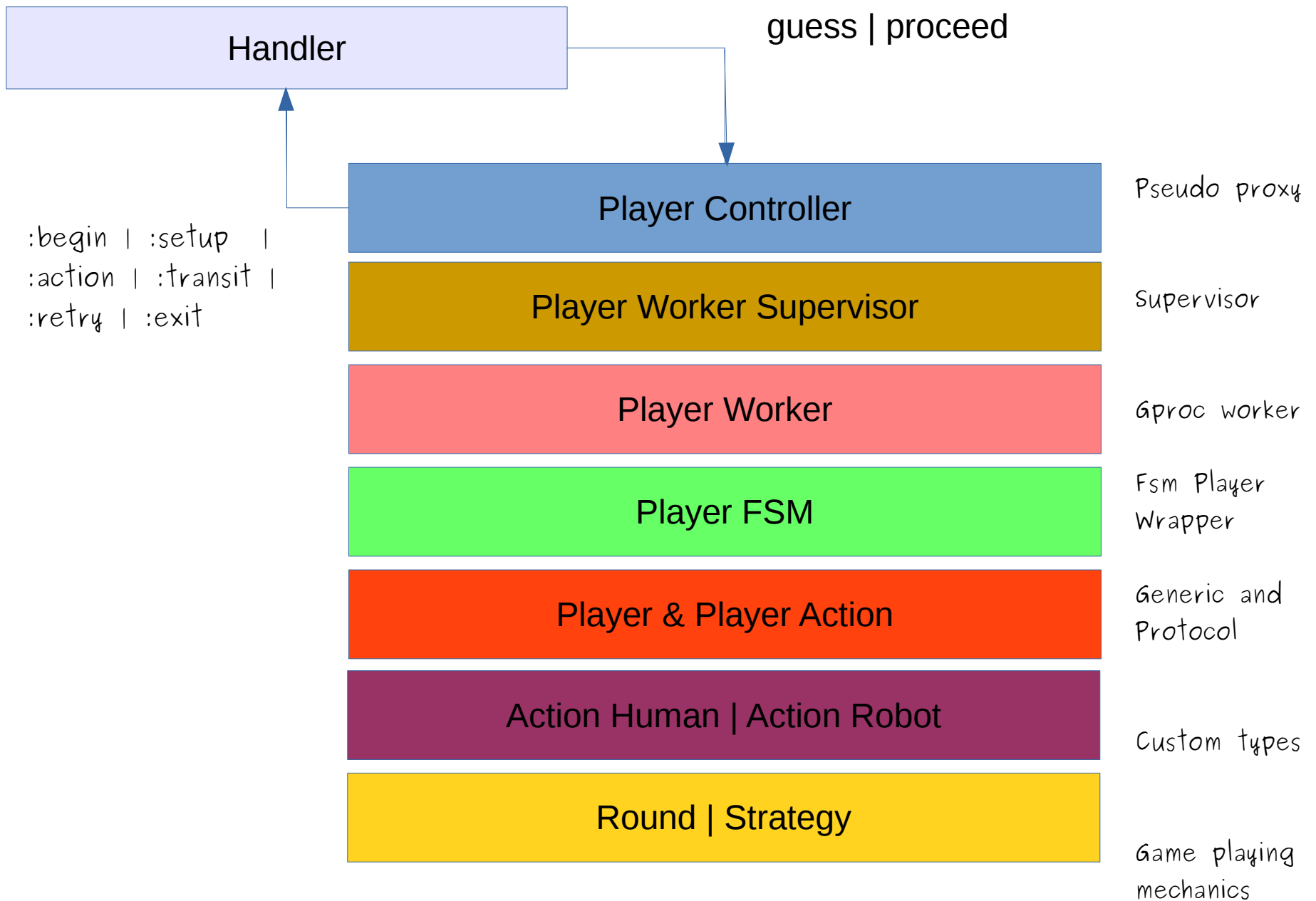
(ULTRAPRACTICAL: 2) (HOOTCH: 6) (TAXED: 25) (PROSPECTORS: 4) (MALIGN: 7)
(TYRANNICALNESS: 2) (DRYASDUST: 7) (NODULES: 8) (EUPHUISTIC: 5) (POWTERS: 10)
(HAUBERKS: 8) (HYPOGEA: 8) (CRYOBIOLOGISTS: 3) (DEHORNER: 5) (WASHATERIA: 3)
(REBUKERS: 7) (WIGWAGS: 10) (EARTHS: 5) (UNANALYZED: 5) (CORNHUSKER: 6)
(APPRENTICING: 3) (DRAGGING: 9) (JINGALLS: 9) (STRENGTH: 25) (INTERS: 10)
(AWAKED: 7) (DRAGGY: 25) (NICITATE: 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

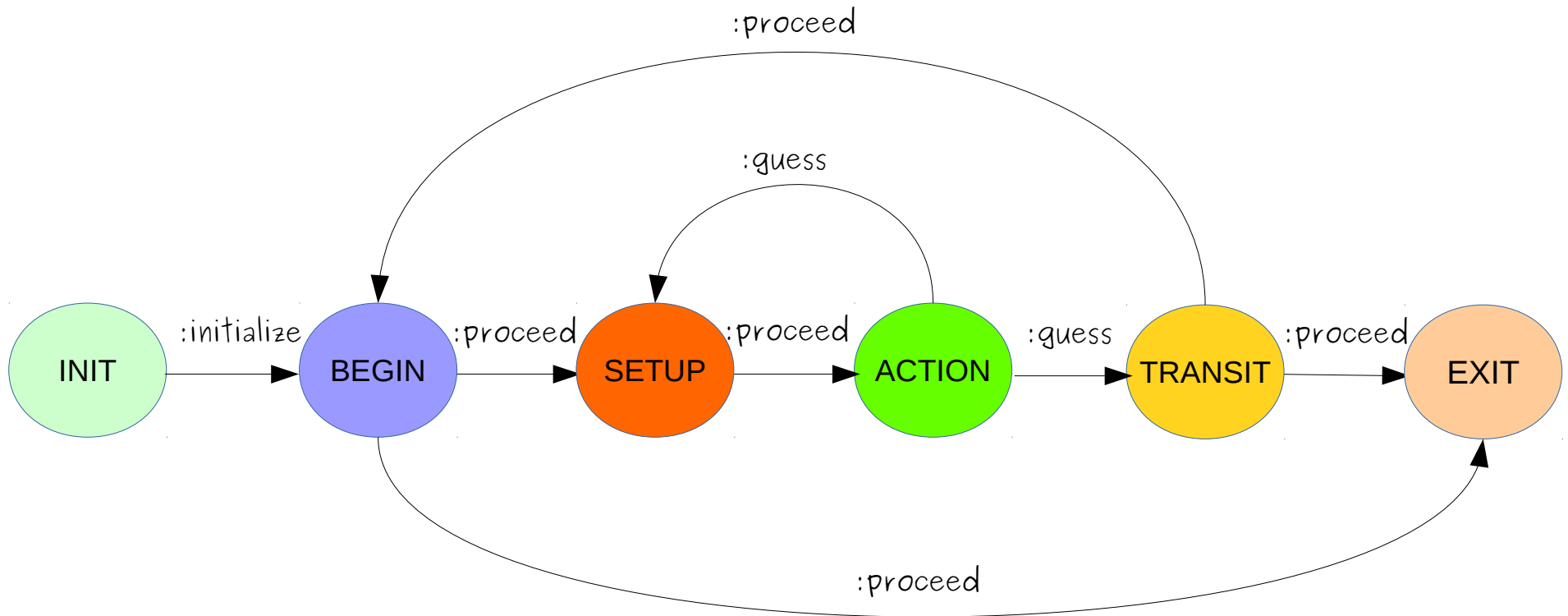
Play Loop with
Controller

Hangman Web



Player Abstraction Stack

Player Finite State Machine Flow



init - Start state

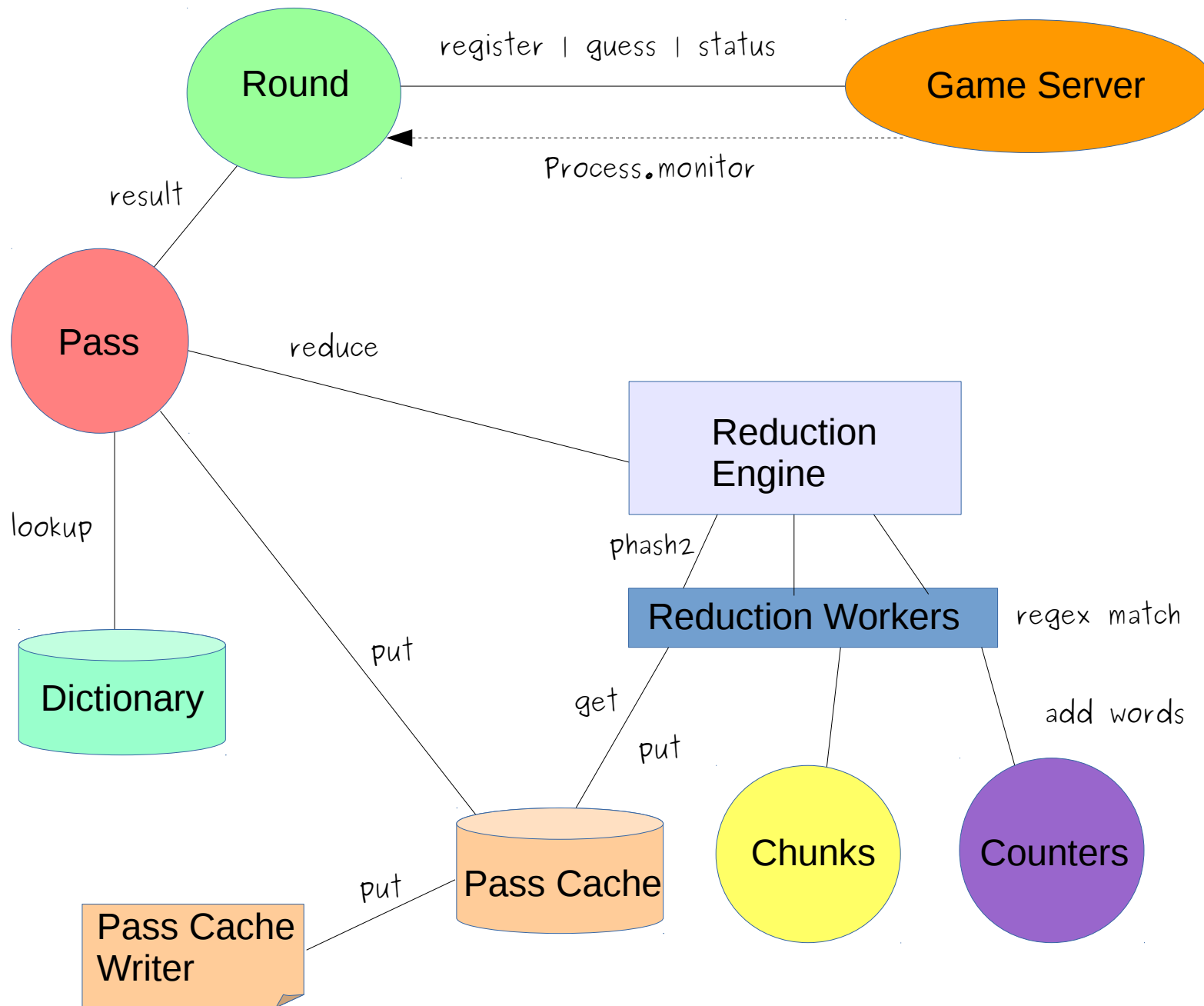
begin - start new game, if previous game is :abort and no games left → :exit

setup - setup round guess, if :human ask for letter input

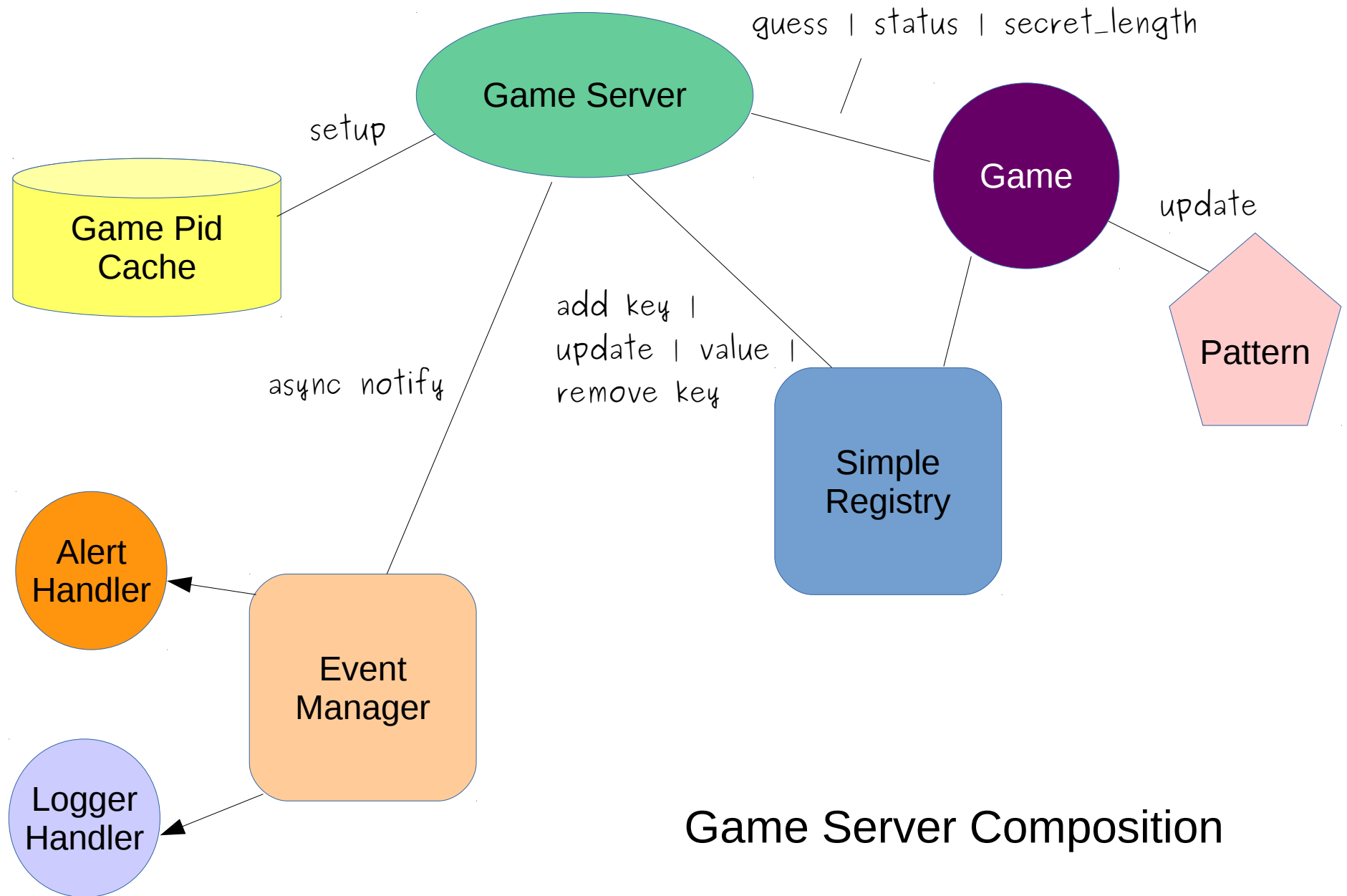
action - Perform guess, if more rounds left go back to :setup else :transit

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

