Team Z Documentation

1. **Contribution To The Project**

Scrum Trainer – **Асен Кокаларов**-  Added the code for randomizing the words,  code for the  platform, the man and medium mode, commited the color.

Front-End Developer – **Божидар Стоянов** - Added start menu and the other menus, return option, hard and finished easy mode.

Back-End Developer – **Димитър Мешков** - Added color to the game, added info in the how to play, helped creating the Logo, started easy mode by adding randomizer.

Designer – **Георги Янков** - Helped to add color to the game , created the Presentation, Documentation, added README, Created the Logo alongside the Back-End Developer.

        2. **About The Game**

              Hangman – A game about trying to guess a certain word in a limited amount of guesses, the more mistakes which are made, the closer the man is to being hanged. The point of the game is to save the man before he gets hanged.

        3. **How The Game Works**

When you load up the game, it will show you a starting screen in which you can choose whether you want to play the game or if you understand how to play the game, then you can choose the second option, and lastly if you want to quit the game.

After you choose “play” you can select up to three difficulties that range from Easy to Hard.

The easy game mode starts you off with 7 tries and a 4 letter word while the medium game mode is with 5 lives and a six letter word and lastly there is the hard mode with only 3 tries and a seven letter word

In the visual design there will be another man which will be telling you if you got the letter correct or incorrect or you can look at the "*\_\_*" aswell

The game starts by choosing randomly a word from the pre-made word string using the srand command.

The game uses the “while” command to track your tries to guess the word and there is an “if” command which checks if you still have tries left.

There is a string called “hidden word” which replaces the chosen word with “\_\_”. Another function we added shows the visual design of the hangman that adds an aesthetic feeling to the game and shows if you have won the game or if you got HANGED!

