Hangman

**Description:**

Hangman is a word-guessing game where the player tries to guess a hidden word by suggesting letters. The word to guess is represented by a row of Asterisks, which represent each letter of the word. The player attempts to uncover the word by guessing one letter at a time. If the guessed letter is correct, it replaces the corresponding asterisk; if incorrect, a part of a stick figure is displayed. The game continues until the player guesses the word correctly or makes enough incorrect guesses to complete the hangman stick figure. Will you be able to figure out the word?

**Testing Phase:**

July 15th 2024

By Bianca Keomany | Student

Input:✔️

UI Display:✔️

Scoreboard testing:✔️

File Handling:✔️

Button testing:✔️

Error Testing ✔️

The program worked perfectly as intended and she found the program intuitive, cool, and easy to use she was able to understand how to use the whole program in less than a minute. It was useful to the target audience because it tested her skill and knowledge of words in a more fun and attention-grabbing way. If the program was made available to the user, she would use it with her friends and see who could get the highest score because it trains the brains of users of all ages. She recommended a better way for showing the user what options they have left so that if they lose track of what letters are guessed, they don’t have to guess what letters are still available. I would upgrade the way the user inputs letters into buttons instead for every letter of the alphabet which would then get disabled after clicked so the user can see what options they have at all times. I would need more programming expertise to make it all work and a lot more time to program every button for the alphabet.

**Review of the management of the project:**

I believe I did well on my project plan to actual performance based on the time I planned to have completed all the sections of the code and the putting of the whole code together phase. My completed program met all my original requirements of free input, input handling to make sure only one letter was inputted and accounted for the same guesses, as well as inputting different symbols. Also, it included a point system based on completing words without many mistakes and showed a score counter and win/loss scoreboard at all times for the user to see while they played the game. It also included an easily updatable text file where it can be updated for higher difficulty modes and or themed words. I believe I had a lot of success with making sure there were no errors and that the program was not crashable. I had a lot of difficulties with trying to figure out how to animate and get a better introduction, game screen, and ending screen as I believe mine are a little boring based on what we have options for today. My recommendation for improvement would be to have better-looking or animated game screens as well as buttons for input that get disabled once the user clicks it so that they can always see what options they have to guess.