­­­ICS 3U: Assignment Two

Assignment: Create a game of Hangman.

Programming Concepts: Selection and Iteration

Write a programming that can be used to play the game of Hangman. This is a two player game that requires one user to enter a phrase that the other user must guess. The user must guess the phrase by either choosing to enter an alpha-numeric character or they may choose to solve the puzzle. The player who is guessing will be given only 7 chances to select an alpha-numeric character. After this they must solve the puzzle.

Once the game is completed the user who chose the phrase will become the person playing the game and the user who was playing the game will choose the phrase. The game will end after 5 rounds and will inform the players who won. In the case where the game is tied another round will be played. This will continue until someone has won.

Requirements:

1. A use can only enter an alpha-numeric character. Entering a phrase or making a guess that contains a non-alphanumeric character will result in a message/reminder to the user that only alphanumeric characters are allowed.
2. A user cannot guess the same character twice. This means you must display and keep track of the characters that have been already guessed. A user guessing the same character will result in a messaging being displayed. This guess will not count toward the 7 chances the user gets to select an alphanumeric character.
3. You must refer to the user by name and not as player one and player two (well unless that enter that as their names).
4. You do not need to display a hangman – informing the user of the number of guess they have left should be used instead.
5. The user should always be given the option to solve even if they have not used all their guesses/turns.
6. A score is determined by the number of guesses a user did not use in the round plus one for solving the puzzle.
7. The Upper and Lower Case are equivalent.
8. You must display the guessed message in the following format (ALL IN CAPS):

T \_ \_ / \_ \_ T / \_ N / T \_ \_ / \_ \_ T

This would assume the phrase was “The cat in the hat” and T and N have need chose