Date	Version	Description	Author
02/08-19	1.0.0	Using Java to create a hangman game	Emil Mahs

Project Summary

Project Name	Project ID
Hangman	Hangman v1.0

Project Manager	Main Client
Emil Mahs	Java Eclipse

Key Stakeholders

Owner
Developer
Tester

Executive Summary

The game is called hangman. The idea of the game is to guess a random word letter by letter. If you guess the right letter nothing happends, if you guess the wrong letter it adds a state to the hanging man and when the drawing is done you have lost.