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Computer Science 211

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Assignment 4 & 5 Proposal

Together we’d like to create a program called Hangman. Hangman is a game where the player is provided a string of spaces that make up a word, and the player selects a letter from the alphabet to see if it corresponds with a letter in the word. Assuming the letter chosen by the player is correct the space will be filled with that letter. In the event the letter chosen by the player is wrong a piece of the hangman will display under the noose, and the letter will be shown as a failed attempt. The player has up to 6 attempts to complete the word and prevail victorious. Below is an example of what the game may look like.



Thank you for taking the time to read out proposal!