

❖ THE HANGMAN GAME : USER'S MANUAL

I. overview of the desired program

The player must guess a word composed of a define number of character. The word is represented by dashes. Each turn the player should suggests a letter. If the letter occurs in the word it should take the place of one of the dashes or else it will be considered as failed turn. The process repeat until all the character are guessed and the word is fully clear

II. detailed process

- First, the game will ask you to chose whether to play with standard or change difficulty . Enter 0 to play with standard(standard difficulty is 5 accepted error. in case of replaying it, is set to the last played difficulty) .enter 1 to change it .in case of entering one the game will ask you how many error are accepted. Chose a length no greater than 20.
- Second, the game will ask of you to chose the length of the word. Please, chose a length between 3 and 17.the program will then proceed by providing a masked word of the appropriate length.
- Third, the player will be asked to provide a letter . the letter have to be a part of the alphabet . in case it is a special character or a symbol the program will insist it have to be an alphabet letter.
- In case the letter have been used before the game will say so and ask you to provide another.
- If the letter occur at least once it will unmask in all it correct position with single try if it doesn't it will count as an error
- If the word is completely unmasked you have won the game
- If the number of error is reached it is game over and the game will inform you of the word
- Upon completing the game the possibility to replay will be provided enter 1 if you want to else enter 0