HANGMAN

1. Introduction

- The hangman game will display a secret message

- Will take in a guessed letter.

- Will display correct letters in the message

- For wrong guessed letter, the program will begin drawing a stick man

- The game will end when either you enter all the letter to display all of the secret message or until a full display of hangman is showed.

2. Design and Implementation

- Design of the game was relatively painless. However, implementation of the game was challenging.

- Challenges included:
    - Converting known message to display appropriate dashes, while displaying any grammar symbols.
    - Converting displayed dashes to the appropriate letter.
    - Displaying multiple instances of the same letter.
    - After adding initial guessed correct letter, how to add additional correct guessed letter without overwriting previous displayed letters.

3. Conclusions

Endurance is key. Sometimes you think I can't complete the project, but I had to persevere.

Also, reaching out for help was key. I don't think I would have completed the project if I hadn't reached out to Michael.

There is still a short coming that I plan to fix. If the gamer wants to fully guess the secret phrase to finish the game, the gamer can't. I haven't added that feature yet. You have to solve the secret phrase one letter at a time.

I would like to this hangman engine and convert it to javascript so that I can add it to a website. I would like to add more interactive features with click activation.