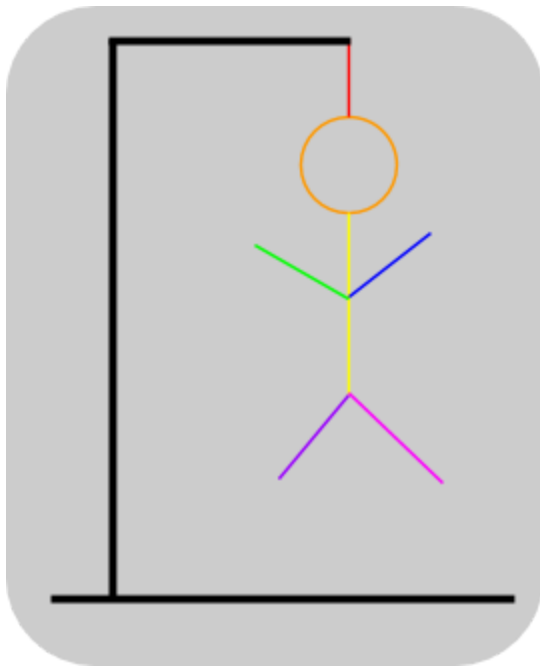


## HANGMAN SPECIFICATIONS

This version of **Hangman** is a word guessing game for one player. There will be 3 levels for the game namely easy, intermediate and difficult; there will be 3 words per level falling under different categories such as 125 Terms, Kainan sa Elbi, etc.



### Gameplay

The player will be given 7 lives or 7 chances after wrong guesses. Each word will be represented by underscores (e.g., Food \_ \_ \_ \_ \_ ), and for each unguessed word, the player will be asked for a one letter input. Every time user's input letter is correct, it will reveal the places where the letter matches (e.g., Input: e/E ----> Food \_ \_ E E \_ E ), otherwise the player will lose a life. When the player finishes a round, the Hangman illustration will be reset to its initial state along with the player's lives.

### Scoring

After every guessed word, the remaining sticks out of seven will be considered as points per instance and will be accumulated as *current score*. There will be a *best score* to beat by the user which is the maximum points earned previously. When the user wish to exit the game, the points earned will be saved as best score if and only if it has the highest score so far.