

Class Description

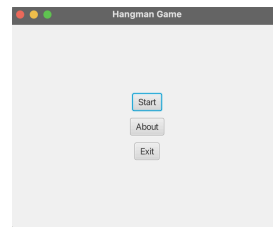
1. Introduction

Welcome to the Hangman Game! This user manual will guide you through the installation, setup, and gameplay of the Hangman game developed using JavaFX.

2. How to Play

Selecting Difficulty

- Click on the "Start Game" button in the main menu.
- You will be taken to the difficulty selection screen.
- Choose your preferred difficulty level by clicking on one of the available buttons (e.g., Easy, Medium, Hard).



Playing the Game

- After selecting the difficulty, you will be taken to the gameplay screen.
- A random word will be chosen based on the difficulty level.
- Guess the word by clicking on the letters displayed on the screen.
- Correct guesses will reveal the letters in the word.
- Incorrect guesses will add parts to the hangman figure.
- The game ends when you guess the word correctly or the hangman figure is completely drawn.

3. Game Screens

Main Menu

- **Start Game:** Begin a new game.
- **Exit:** Close the game application.

Difficulty Selection Screen

- **Easy:** Choose easy difficulty with simpler words.
- **Medium:** Choose medium difficulty with moderately challenging words.
- **Hard:** Choose hard difficulty with more complex words.

Gameplay Screen

- **Word Display:** Shows the current state of the word being guessed.
- **Letter Buttons:** Click to guess letters.
- **Hangman Figure:** Displays the hangman figure parts as incorrect guesses are made.

4. Troubleshooting

- **Game Doesn't Start:** Ensure that you have Java 17 or later installed and that the `.jar` file is in the correct directory.
- **Graphics Issues:** Ensure your system meets the minimum requirements and update your graphics drivers.
- **Unresponsive Buttons:** Restart the game and try again.