

| Project Summary | |
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| Project Name | Project ID |
| Hangman | Hangman001 |
| Project Manager | Main Client |
| Jinzhe Zhao | JAVA Application |
| Key Stakeholders | |
| Product owner Development team Tester Promoter | |
| Executive Summary | |
| <p>The project is a game called Hangman. The basic idea of Hangman is that the player is going to guess a word by suggesting letter after letter. The player is presented with the number of letters in the word but for every wrong guess, the game is building a part of a man getting hanged. The number of wrongs that the player can have is about eight or ten depending on how many parts are used to hang the man, so in the game there can be 2 strategies.</p> <p>In the first version, the player will be greeted with a menu and when beginning the game a word from a predefined list of nouns should randomly be picked and the number of letters displayed with equally many underscore signs, and avatar images for each player.</p> <p>In the next several versions, the game will add a high score list, user registration, persistence, multiplayer, time limit, point systems, the ability to add and remove words and much more.</p> | |