

P1 Documentation

Chase Brown

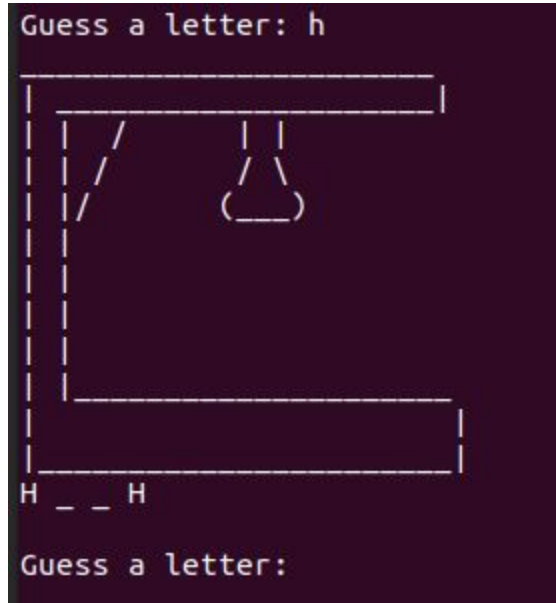
Starting the game:

```
(node) mav@ubuntu:~/Desktop/AdvJS-cbrown/game$ node game.js
```

```
HANGMAN  
HUSH  
Guess a letter:
```

A random word is chosen from dictionary.txt. The amount of underscores represents the number of letters. (The word is output for testing).

Correct guess:



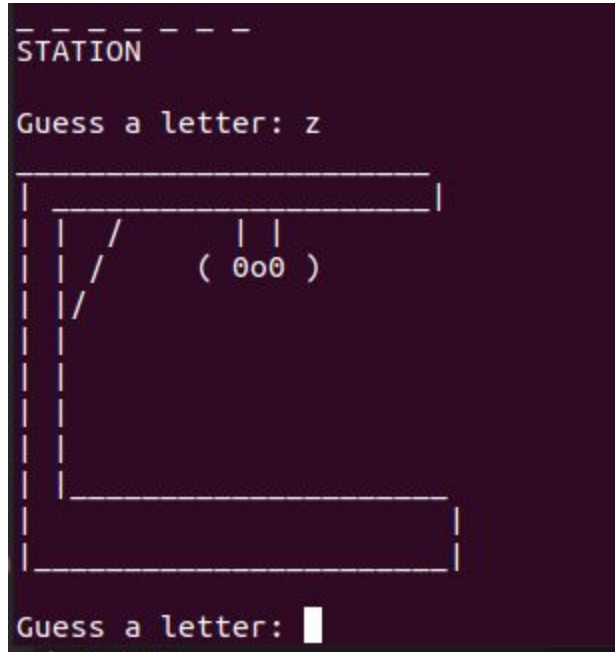
The gallows are output (empty since there's been no incorrect guess). The blanks are filled in with the correct letter.

Correctly guessing the whole word:



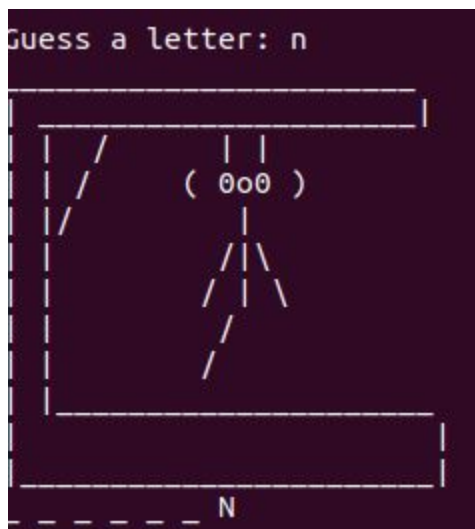
Win screen appears, and the user is prompted to play again.

Wrong guess:



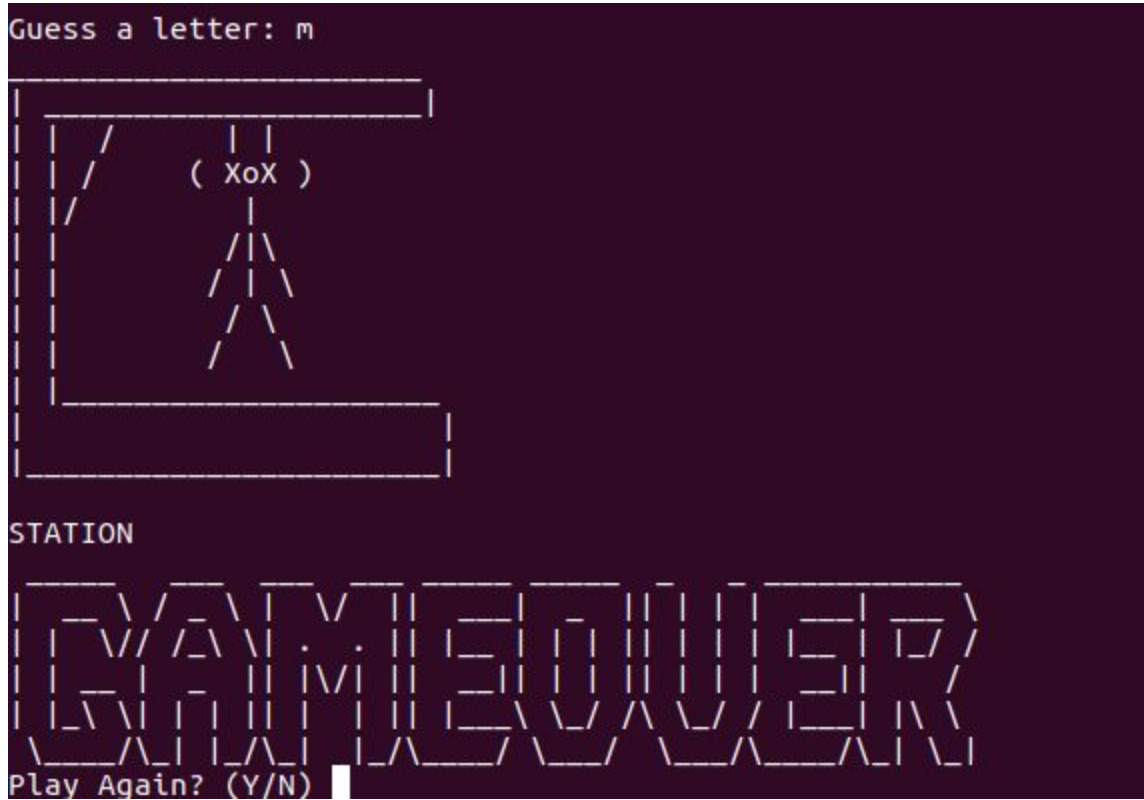
Gallows are outputted (with the man's head), signaling a wrong guess.

Multiple wrong guesses:



Gallows continue to fill in.

Losing:



After 6 fails man is dead, the game ends, and the user is prompted to play again.

Game uses 2 user defined modules, printer and randomWord that handle printing the gallows and figlets, and choosing a random word from the text file.