CS 3340.001

Hangman Project

Winston Churchill, Tyler Davis, Ian Illewellyn, Ian Macalinao

a.

b. This project is a implementation of hangman game. It gets a random word from the dictionary and then allows the user to try and guess what the word is by inputing a single character at a time. If the character is right then a good sound is played and the character is displayed in it’s correct positions. If the guess is wrong then a bad sound plays, the number of incorrect guessed goes up, and another part of the hangman goes up. If you get 6 incorrect guesses then you lose the game, but if you get the word correct before guessing 6 wrong then you win the game.

c. We used a dictionary.txt file for a list of all the words in the dictionary and choose a random word form that. For the sound we used the Mars syscalls 31 and 33 to play the notes that we want it to. As for graphics we print ascii characters directly to the terminal.

d. To divide up this project we split it into sound, graphics, and core gameplay. After a few weeks of trying to figure out our own individual parts we meet up to get a final product finished. To communicate outside of meeting up we used github. This allowed us to update code without sending long threads of emails and add commits to talk with each other.

e. The challenges we meet included getting our individual code to work together and meeting up to talk about the project. To fix our problem of code working together we used github as our source control and it worked nicely to match our code up and let us see each others progress. To meet up we just had to find some time slots that fit into every persons schedule which was difficult but we managed.

f.