Hangman

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Overview

This document describes requirements for the software implementation of the classic game of Hangman. This software will allow a player to play against the computer, and try to guess the word that the computer randomly chose, based on the player's specifications. A description of this implementation is provided below.

The Game

The computer will choose a random word that is not displayed to the player. The only thing that is shown to the player is the amount of letters in the word, displayed by blank boxes and an empty gallow. The player then tries guessing letters that might be in the word. Every time the player guesses correctly that character is filled in on the correct box. Every time the player gets a word wrong a body part is added on to the gallows. The player has 12 guesses. The player wins if they guess the whole word before the body on the gallows is complete.

Software Implementation

UI Elements

- A toolbar with a start button, a label displaying how many guesses the user has left and a textbox for the user to choose how many letters it wants in the word, up to nine letters.
- A button for each letter in the alphabet. When the user chooses that character by clicking on it, the button will be disabled.
- A box for each character in the word. The word will have max 9 letters.
- Gallow, and as the user chooses incorrect letters, there will be body parts added on.

Game Processes and Rules

- The game starts when the user clicks Start. Until then all the letter buttons are disabled.
- If the user fills in the textbox for the amount of letters they want in the word, the computer will choose a word with that amount of letters, otherwise it will choose any random word.
- Textboxes equal to the amount of letters in the word are outlined.

- Then the user can start choosing letters. If the letter appears in the word, it will be placed in the correct textbox. If the letter does not appear in the word, a body part will be added to the gallows, starting with the head and so on. Every time the user chooses a letter, the message with the amount of turns left will go down.
- If the user guesses the word before all the bodyparts are added, a message box will pop up that they won. If they do not, and all the bodyparts were added on, then a message box will pop up that the person lost.