

Making of Hangman2

Rémi NICOLE

Chapitre 1

The Game

1.1 Main game

1.1.1 Picking a random word

In order to pick a random word in a file consisting of a single word per line, the file is first scanned to count the number of files (n), then a random number k is picked in the $\llbracket 1; n \rrbracket$ interval. After that, the k^{th} word of the file is picked and returned as a `static` string (prevent the use of `malloc`).

1.1.2 Game word and hidden word

Two sting variables are instantiated for the random word : one which is the random word (game word) and another which is originally composed of underscores (`_`) only (hidden word). The second variable will be the text displayed to the player and will serve to check if the player won : if this string does not contains any underscores, then the player won. Each time the player inputs a character, the inputted character is searched through the game word and if found, any occurrences of this character will replace the corresponding underscore(s) in the hidden word. If not found, the player will lose one attempt.

1.2 Details

1.2.1 Console “clear”

1.2.2 Invalid characters

Each time the player inputs a character, the character inputted is checked through the function `validLetter` and display `Invalid character` if the character inputted is not a letter. If the letter inputted is a `'\n'`, the console curser goes up one line more.