Requirement specification hangman

Start of game

1. **Player** starts the **game** (sud)
2. A **random** **word** is chosen by the **game** (sud)
3. The word is hidden behind **dashes** (*The length of the dashes is the same as the length of the word*)
4. **Player** is granted 8 **strikes**
5. Player enters a **letter**

Negative flow

1. **a)** The **letter is wrong** and not part of the random **word**
2. **a)** The **letter** is added to the **list of wrong guesses**
3. **a)** The **wrong guessed letter** is visible for the **player**
4. **a)** A **strike** is added
5. A **part** of the **hangman** is drawn

Iteration explaining

1. Steps 5 – 8 is repeated until either the hangman is fully drawn or the word is correctly guessed

Negative ending

1. **a**) **The hangman** is fully drawn
2. **a)** The **game** ends and the **player** loses

Positive flow

1. **b)** The **letter** is **part** of the random **word**
2. **b)** The **correct guessed letter** is visible on the **dashes word list**

Positive ending

1. **b**) All **letters** of the **word** are guessed correctly
2. **b)** The **chosen word** by the **game** is now visible
3. **b)** The **game** ends and the **player** wins