

A low-angle, upward-looking photograph of a modern skyscraper with a glass facade. The building's structure is composed of a grid of dark metal frames and large glass panels. The glass reflects the bright blue sky and white clouds, creating a complex pattern of light and shadow. The perspective makes the building appear to converge towards the top of the frame, emphasizing its height and verticality. The overall color palette is dominated by the deep blues of the sky and the metallic grays of the building's frame.

One Page Report

ICS3U

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In areas where education in its entirety is concerned, word review is the predominant method of studying. There is one issue with this fact, however, and it is concerned with the method which one uses to revise each word. More often than not, the procedure is to regurgitate the information. This may be the standard way of review, but it makes the pupil tune out rather than engage and retain. Fortunately, there exists a better technique for success in word memorization and understanding. It provides an excellent opportunity to practice spelling, increase vocabulary, and keep the mind focused on the teaching, as well as learning process. Studies have shown that this entertaining and mindful game makes students more active; all thanks to the engaging opportunities which it provides. The game being discussed in this report is none other than the great, traditional Hangman.

The game was initially a variant of the famous one which we have currently come to know. Mentioned in a book of children's games assembled by Alice Gomme in 1894, it was previously called Birds, Beasts, and Fishes. In France, the game is drawn with a man on a guillotine and the rest is drawn, minus a head of course. This version lacks the image of a hanged man, instead relying on keeping score as to the number of attempts it took each player to fill in the blanks. Rules of the present-day version of Hangman, along with its instructions and explanations can be found below.

Objective:

To sharpen spelling and word-decoding skills all while maintaining proper difficulty levels for the player. This is done while keeping the unknown word (which must be guessed) specific to their subject of interest.

Instructions & Explanations {How to Play}:

Note: All directions required for an exciting game of hangman are provided to the player—this is done once a desire for rule review is indicated prior to the game.

Hangman is a simple word game, or at the very least, it can be. In this version of the game, the player is the main decision-maker. As with any professional case, the commencement of our code is with an introduction. Once the player has identified themselves with a name (the first letter of which will automatically be capitalized), they will proceed to the next stage: rule-review. During this stage, the player will be given the opportunity to review the game's rules. To avoid any repetitions in this assignment, the rules will not be re-stated in this report [they can, however, be found in the code submitted, should you need them for reference prior to playing the game]. Afterwards, the player is given the opportunity to decide on a) the difficulty level of their given word and b) the topic which they wish for their word to be in. The program then takes these inputs into account and, as a result, randomly draws up a word that matches the correct criteria. Once the necessities have been reviewed, we advance to the next section of our game.

This is where the game truly begins. The computer will generate a Hangman strategy which is all-encompassingly found to be useful. With a wait of precisely 1 second, the player will be notified that they are qualified, "all set" to begin their game. As the game progresses, the player's previously made incorrect letter choices will be reported to them with no change in the remaining amount of tries. They are also told when a letter which they have chosen is the correct one. In addition, all blanks (marked with underscores) containing the right letter will be replaced with it. As mentioned in the rules, the player is enabled a maximum of 6 incorrect guesses—no matter the subject, not level of difficulty—until it is game over. In which case, the accurate word will be given to them. Should the player guess the word correctly, they will be informed-so via a congratulatory statement. Regardless of whether or not the player wins, they will be given the opportunity to play once more with another word of the same category and complication level.

Notable {Accessory} Features and Ideas Incorporated:

1. Visuals.
2. Informing the player of their previous incorrect choices.
3. Allowing the player to choose words belonging to a specific classification.
4. Time function.
5. Allowing the user to start a new game.
6. Allowing the player to choose words of their desired level of difficulty (which depends on the word's length and frequency of use).
7. Random Function.
8. Hints provided to the player.
9. Dictionaries.
10. Replacement of underscores (which have been programmed in order to be the same as the number of letters in each to-be-guessed word) with the properly guessed letter.

*And a substantial amount more [all of which is observable once the game is played].



Supplementary Strategic Hangman Etiquette (follow link):
<https://datagenetics.com/blog/april12012/index.html>

Scholarly Sources on the Advantages of Hangman {URL Format}:

- I. <https://media.neliti.com/media/publications/60385-EN-improving-vocabulary-mastery-through-han.pdf>
 - II. <https://www.amblesideonline.org/CM/toc.html>
 - III. https://openlibrary.org/books/OL24650979M/The_Art_of_teaching
 - IV. https://www.gutenberg.org/files/41727/41727-h/41727-h.htm#Gamel_50
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