Nathan Mumford, Shaun Fisher, David Hendricks

Dr. Matthew Bell

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Our problem is attempting to write code for the game “Hangman”. Hangman is a game where a user tries to guess a computer-generated word from a set of words letter by letter until he or she guesses the whole word. If they do not succeed, a figure is hung and dies. The goal is to guess the word before the character dies. Since this code is building off of a prior project, an idea we had to make the code better was to make sure that the code is object-oriented by using classes, pointers, and vectors. We would also like to have a larger selection of words to choose from. We would accomplish this by using file input and output to randomly select a word from a set of a few hundred from an outside document instead of simple arrays holding 10-20 words and randomly generating between those.

Another idea we have to improve the code is to keep the visual of the man hanging, but to keep the user engaged by keeping the person alive by interacting with it.

Other ideas include outputting the letters the user has guess and missed, the lives you have left, and the user’s score against the computer over time.

Challenges we can face will be deciding whether or not to use other methods of outputting the ASCII Art instead of just “cout-ing” each line. Implementing classes into the game will also be a struggle and finding out what needs to go into the classes.