

Hangman Documentation

Application Description

This application demonstrate a famous game called Hangman. Hangman is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or sentence and the other tries to guess it by suggesting letters or numbers, within a certain number of guesses.

For more information visit the link: [https://en.wikipedia.org/wiki/Hangman_\(game\)](https://en.wikipedia.org/wiki/Hangman_(game))

1. Application offers three levels of difficulty: Easy, Medium and Hard. All these levels are configurable.
2. By default game starts with Medium level and it selects a word from predefined words repository depending upon the difficulty level.
3. All information is displayed on the console when game starts and application waits for user input.
4. After user inputs a character, application runs the puzzle with the given input and display the results accordingly.

Instructions to run the application

- Execute 'mvn clean install' in the root directory and 'hangman-example-0.0.1-SNAPSHOT-jar-with-dependencies.jar' will be created in target folder. Execute the attached jar on command prompt as follows:

```
java -jar hangman-example-0.0.1-SNAPSHOT-jar-with-dependencies.jar
```

- Or import the application as maven project and execute the main() method from the com.hangman.demo.HangmanDemo class.

Note: Find the attached maven project and UML Class diagram included in the zip.