

A. What were the most challenging portions (feature, concept, etc.) to implement in your project?

The hardest part of the project is to understand the concepts of classes and objects, and learn how to pass those arguments.

Setting up the players classes and the need to find a way to keep track of the player time were definitely very difficult.

B. What were some key areas or concepts that you gained more insight through this project?

I gained more knowledge at classes, objects, member functions, public vs private variables, overloading constructors, and etc.

C. If you had more time (~2 more weeks), what additions, modifications would you make?

I would add more options for players to guess words, and those words divide into multiple categories. Such as:

Welcome to the Hangman Game!

What type of words would you like to guess:

A.) Animal

B.) Fruit

C.) Vehicle

D.) Furniture

Use time to count down the time they have left to guess the word.

Record player scores

D. Include any additional references and sources that you used apart from the course content.

- Dawson, Michael. *Beginning C++ through Game Programming*. Cengage Learning, 2010.
- Rao, Siddhartha. *Sams Teach Yourself C++ in One Hour a Day*.
- McGrath, Mike. *C++ Programming C++ essentials demystified! 5th Edition*.
- "[C++ Tutorial] Hangman Tutorial (in under an Hour)." *YouTube*, YouTube, 27 June 2019, www.youtube.com/watch?v=afBUqeSeb-I&t=504s.