

Software Requirements for Hangman

Hangman

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Overview

This document describes requirements for the software implementation of *Hangman*. This software is created as a single player game to test player's vocabulary bank. A description of the game plus the requirements of this implementation are provided below.

The Game

A player is presented with blanks, specifying the amount of letters in the chosen word. The player can then choose a letter. If the word contains that letter, it will show up in the correct blank(s). If the word does not contain the letter, a part of Mr. Hangman's body will be drawn. The player keeps going; if the word is guessed before Mr. Hangman is complete, the player wins. If Mr. Hangman is complete before the whole word is guessed, the player lost.

Software Implementation

UI Elements

The software will present the *Hangman* game with the UI elements listed below.

- A "Pick a Word" button
- A "I Give Up" button
- The amount of letters in the word shown as blanks
- A button for each letter
- An empty gallows on the side
- A label showing game status or messages

Game Process and Rules

- Message box displays: "Pick a word to start"
- Player picks a word, and the software randomly chooses a word and generates that amount of blanks. The letter buttons are enabled.
- The player chooses a letter – the computer checks if the word contains it. If it does, the computer inserts it, and message box displays "Got it!". If it doesn't, Mr. Hangman gets another body part and message box displays "Oh, no!"
- The game ends either when Mr. Hangman is complete or when the word is complete. Message box displays whether the player won or lost.