

Lab 5 – Hangman

For this lab assignment we are going to finish the webpage we have been working on by **creating a game**. The game will be a **classic “hangman”**, and allows us to **practice string handling**. We are also going to **use some SVG-graphics**.

1

For this assignment **three files** are available for download from Blackboard: **hangman.php**, **hangman-highscore.php** and **HangmanSVG.php**. **Save the last of these in your inc-folder**.

Open hangman.php. As you can see, there is already some code there, and quite a few comments. All the **comments** are supposed to be replaced with code. I have done the following:

//-- is to be replaced with one line of code

/*-- is to be replaced with several lines of code

// and **/*** are regular comments

Replace the comments in hangman.php with code according to the instructions in the file.

2

Do the same as in step 1 with **hangman-highscore.php**. You will recognise quite a lot of the code here already.

You will also have to **create the table highscore** in your database. The table should look like this:

highscore		
PK	<u>id</u>	int
	name score dateAdded	varchar(50) int timestamp

Since we **really don't have a score** as such, we will **instead save the amount of errors** the player has made. Since we're doing it this way, we will have to **show the reversed score in the highscore list** – i.e. the player with the lowest score (the least amount of errors) should be in the lead.

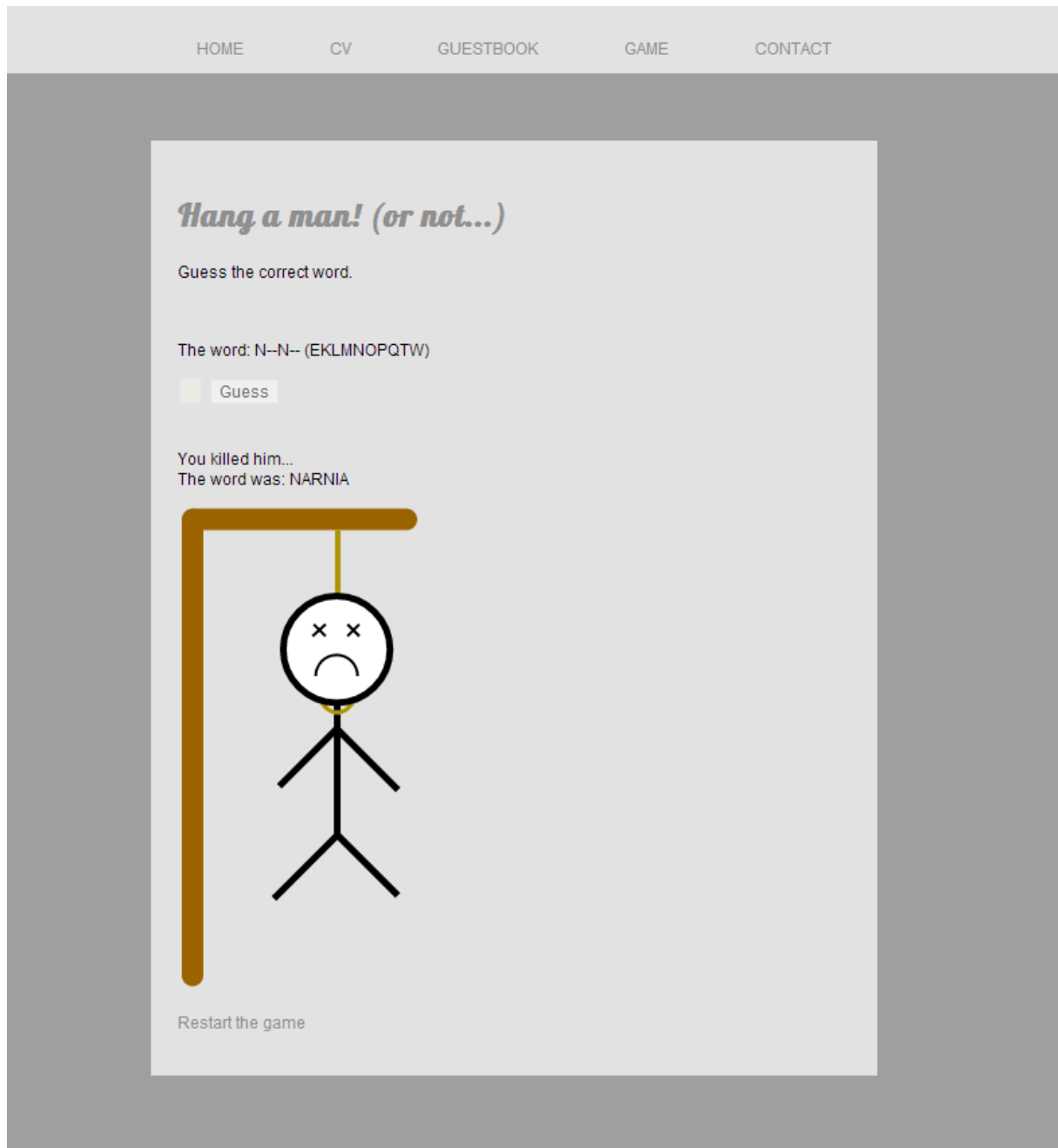
When you're done, **test your files** (**both** the game and the highscore) to make sure that it's all working as it should.

3

In `HangmanSVG.php` I have prepared some simple SVG-graphics for the game. You are welcome to use your own graphics (it's easily made with e.g. Adobe Illustrator) that looks better if you want).

Go through `HangmanSVG.php` and make sure that you understand what the code does. Incorporate it in your game so that the graphics are shown when the player makes a wrong guess. The last part, i.e. the face, should be shown at game over.

This is what my game looks like on game over:



Submission for lab 5:

Hand in a link to your **index.php**.

The following files should be handed in in a zip file:

- hangman.php
- hangman-highscore.php
- If you changed anything in HangmanSVG.php you have to hand it in as well, otherwise it will not be necessary.