Hangman Game GUI User Manual

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SDEV 140

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July 24, 2024

# Installing Hangman

To install Hangman, download the zip file and save it to a directory that can be accessed by your IDLE. Open the zip file and launch the file named “hangman.py” to start the game.

# Playing Hangman

1. Once you have launched the application, you will see a window with a small drawing a the “pole” the hangman will be attached to, along with a box to guess your letter, and a button to check your letter.
2. To play Hangman, you will need to guess the letters to the secret word randomly selected by the CPU from a word bank. The horizontal lines indicate the length of the word. Each time you correctly guess a letter in the random word, the letter is added above the horizontal line that indicates that letter’s position in the word.
3. If a letter not found in the random word is guessed, a limb is added to the hangman drawing. If the hangman is completely drawn (4 limbs, one body, one head) and you guess incorrectly for a 7th time, the game is over, and you lose. The game will tell you what the word was meant to be. If you guess all letters correctly in under 7 guesses, you have won!
4. The game allows you to guess numbers, spaces, and other characters, but it will count as a wrong guess. All words contain only alphabetical characters A-Z.

# Help

To close the game window, press the red “X” button on the top right corner of the window. The graphics and buttons on the game cannot be resized, however the window itself can be made full screen if desired by pressing the “ “ maximize button. The window can be minimized by pressing the “-“ minimize button. To drag the window around the screen, click and hold on the border of the window and drag.