

ODSEA For HangMan Game :

- **Ontology:** The ontology in Hangman refers to the knowledge representation of the game. The game consists of a hidden word that the player must guess by suggesting letters. The game also has a set of rules that govern the player's interactions with the game.
- **Dynamics:** The dynamics in Hangman refer to how the game changes over time. As the player makes guesses, the game reveals any correct letters and deducts a point for incorrect guesses. If the player runs out of points before guessing the word, the game is over.
- **Sensing:** The sensing in Hangman refers to the game's ability to perceive the player's actions. The game senses the player's letter guesses and updates the game board accordingly.
- **Effectors:** The effectors in Hangman refer to the game's ability to affect the environment. In Hangman, the game deducts points from the player's score for incorrect guesses and reveals correct letters on the game board.
- **Actions:** The actions in Hangman refer to the player's ability to interact with the game. The player can select letters from the game interface to make their guesses.