TEST CASES FOR HANGMAN: ENHANCED VERSION:

Case 1: Winning a match

A screenshot of a computer

Description automatically generated

Case 2: Losing a match

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Case 3: Multiple Clients Playing (Sending multiple messages from one client before sending a message from the other client, not requiring them to take turns everytime)

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Case 4: Typing more than one character as a guess.

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Case 5: Entering a char the user already found.

A screenshot of a computer

Description automatically generated

(Attempts left is not decremented. The game continues.)