**PROJECT TITLE: HANGMAN**

Lab Members: Diresh Shrestha, Shashank Shrestha, Cameron Emfinger

We created a classic console-based hangman game that has words stored based on length. We created three stages of the game, Easy , Medium and Hard, with Easy difficulty having 5 letter words, Medium difficulty having 8 letter words and Hard difficulty having 10 letter words. The program randomly generates a word based on the difficulty that the user selects. Additionally, we opted for a HINT option for the users to choose if they are about to lose taking advantage of HashMap to lookup the description of the word and displaying it accordingly when the user opts to choose the hint option. In addition to that, we implemented some sound into the game as well. There are two sound files, right and wrong. Whenever a user inputs a correct word, a positive sound plays (right file) and whenever they input an incorrect word, a negative buzz plays (wrong file) in order to warn the player. We implemented some ASCII art for certain visuals in the program as well.

When it came to work distribution, we decided to split the work based on each other’s strengths. Diresh worked on the Level Printer method that acts as the frontend for the whole program. Shashank worked on the main constructor that acts as the backbone of the program and the playMusic method that plays the music. Cameron worked on the rest of the methods that provide visuals an functionality to the program.