Documentation

Hangman Game

It’s a word game and the main aim is to find the missing word or words. The keyboard is being used in this case to guess a letter.

In order to store the words to be guessed , a array was created and given the name wordList and letters were stored in it.

a Arraylist called correctGuesses was created for the list of correct guesses being made .Another Arraylist was created for incorrect guesses

a sorted list called scoreboard was used to make a scoreboard and to keep track of the number of guesses

maximum of 10 guesses was made and the user could only guess that amount.

A random word is selected and in order to select a random word, the random function was used to pick a random word .

Letters need to be displayed on the screen, which was being sectioned to two sides which was the correct guess and the wrong guess, a function created to compare the user input, a foreach, if and else loops were used to achieve this

Another function was made to display the scoreboard and a message is printed to indicated if the right word is guessed or if the user has runed out of 10 guessing chances , bool was used has condition in the if and else statement to determine the output .

After a game session has been played the user could choose to start a new game and the new game session will be displayed or the user could end the game