

REPORT

HANGMAN C++ GAME

CODE

There are some codes that may need to revise and there are redundant codes that are too excessive... the program may seem to move without real-time information. This is because of the arrays it will have to check. It may trigger AV because of computing usage. The program will move according to your PC specs.

Here are the contents in the code

CONTENTS

LOAD LIBRARIES

This loads the Libraries that are necessary

1. LOAD WORDS

This takes the words and stores each character in a nested struct of arrays and saves their word length and also sorts each word accordingly. A little research has to be done here.

2. LOAD GRAPHIC

This is extra coding, You don't need this part but it's for fun . you can edit the graphic.txt and put your own graphics it just has to be 8 lines (1 for number and 7 for image) and it can store up to 20 different pictures

3. GAME SIMULATION

Entire Game code is based here.

4. PROGRAM BACKBONE

Just contains initializing variables, arrays and menu options

More in the source code itself

FILES

Input.txt:

Contains words of different kind, max should be around 100 but game will store only 100 words ending of the file must be @@@@@ ie 5 @s

Start of File:

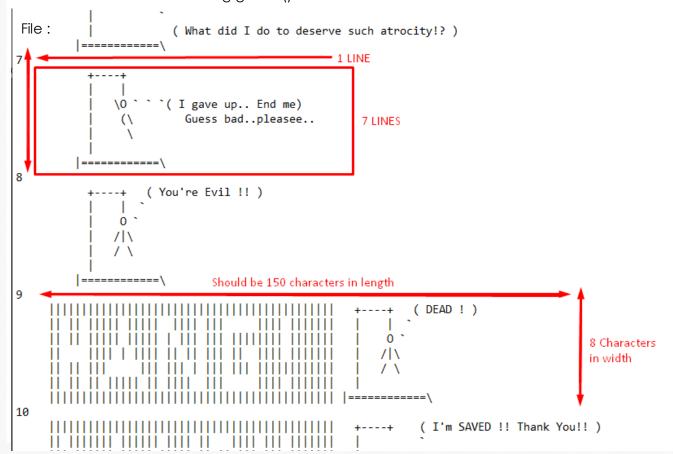
Damn
Love
you
Why
1231
help
sexual
night3423a
lullaby
january
june
hundred1231

End of File:

Intermittent
Psychological
latent
Symptoms
Sensation
fatigue
inferiority
@@@@@

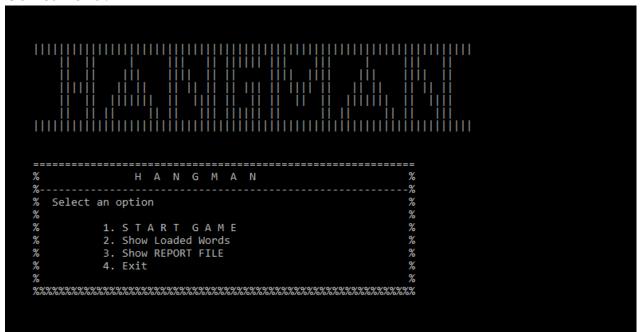
Graphic.txt:

Contains characters that forms an image each line is read in whole using getline() function



EXECUTION

Games works:

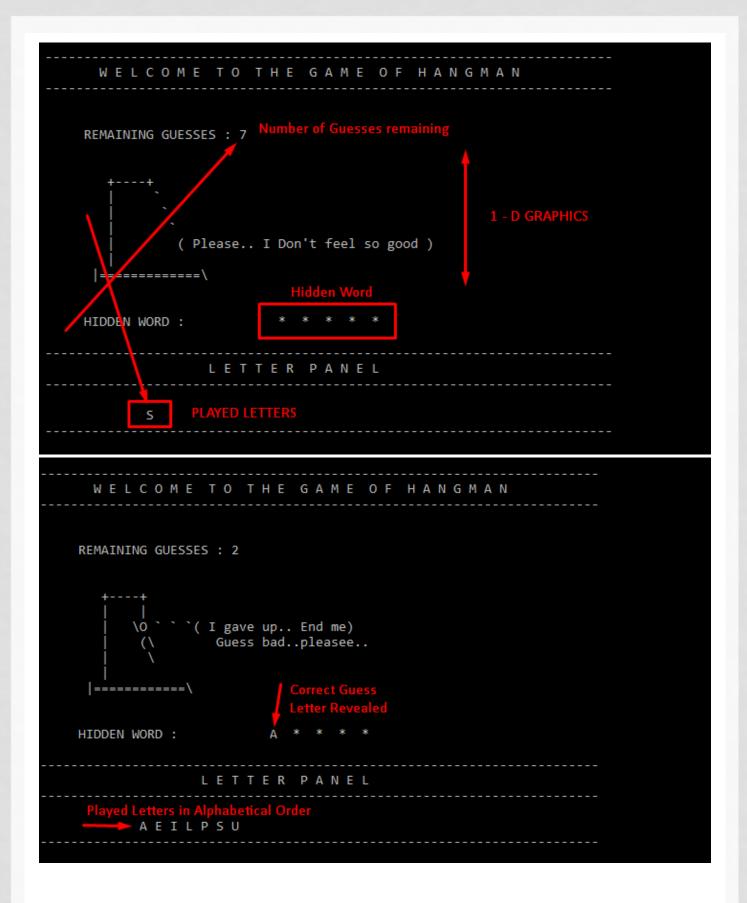


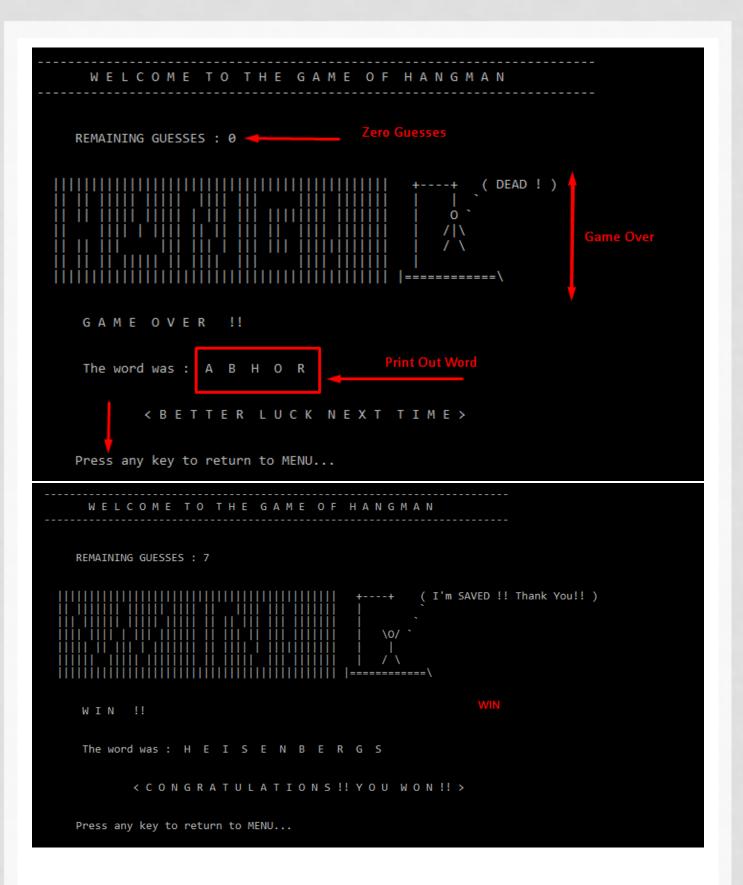
WELCOME TO THE GAME OF HANGMAN

REMAINING GUESSES: 8

HIDDEN WORD: * * * * * *

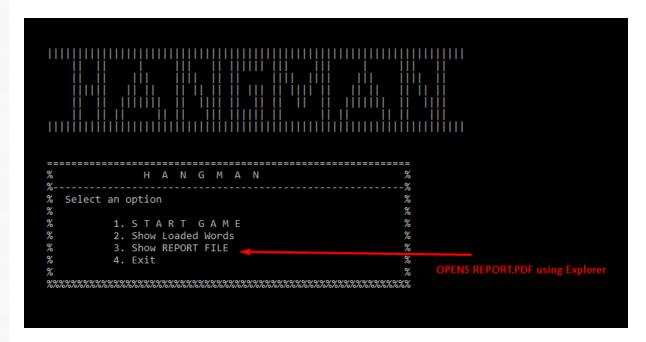
LETTER PANEL





LOADED - WORDS 1. ABATE 2. ABDICATE 3. ABERRATION 4. ABHOR 5. **ABSTAIN** 6. ACCIDENTAL 7. ACCORDING 8. **ADVERSITY** 9. **AESTHETIC** 10. AGREEABLE 11. ANACHRONISTIC 12. ARID 13. ASS 14. **ASYLUM** 15. MOTA 16. BASIC 17. CENTER 18. CEREBRAL OPTION 2 19. CHARGED 20. CLASSICAL 21. CONSISTING 22. DAMMIT 23. DAMN 24. DECOMPOSITION 25. DETERMINANT 26. ELECTRICALLY 27. ELECTRODYNAMICS 28. ELECTRON 29. **ENERGIES** 30. **EQUATION** 31. **ESSENTIAL** 32. **ETIOLOGICAL** 33. **FATIGUE FORM** 34. 35. **FORMULATION** 36. FUNCTION HAMILTONIAN * ▼ HAMILTON /or&rs in OrdenANGMAN 38.

This option may trigger antivirus



Program Statement

This program works well except for the messages that states errors and other messages.

REPORT

END OF REPORT