

Hangman

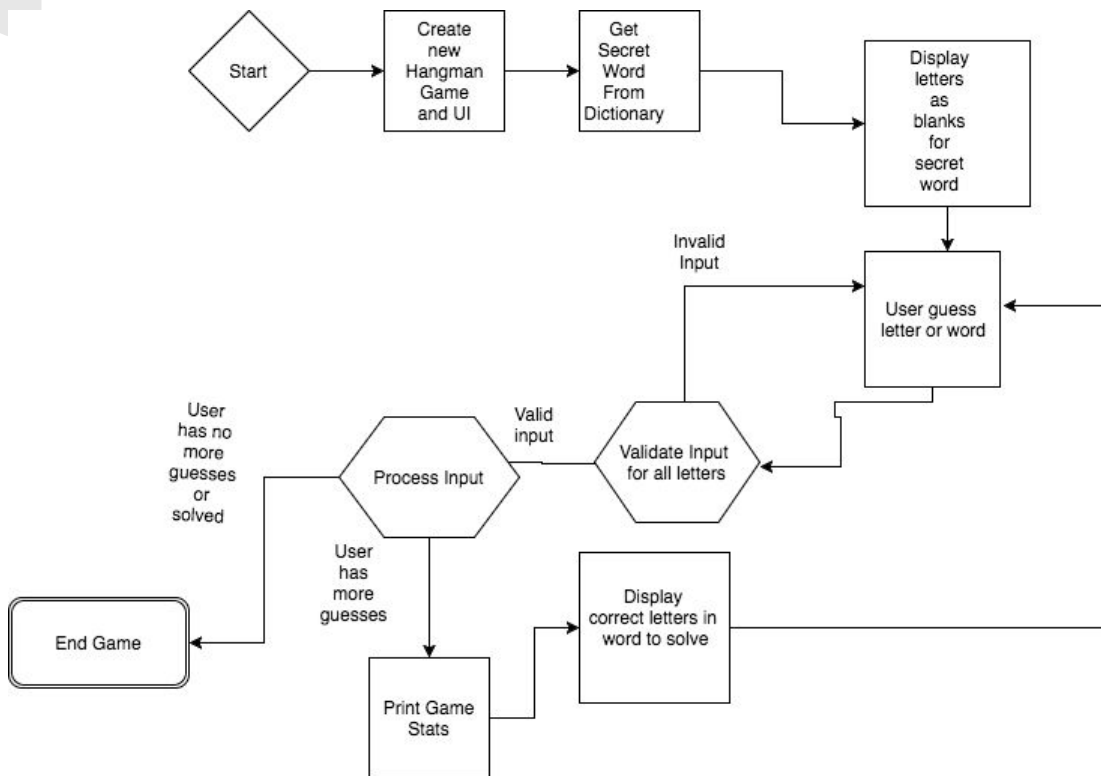


Rules

- At the start of the game, the user is shown blanks, one for each letter in the secret word.
- Words are restricted to 8 letters, and letters are restricted to 1 letter. When a user submits a letter of word, it is validated to ensure that only letters are submitted.
- Should the user guess an incorrect word or letter, the Hangman gets filled in, one body part at a time.
- Should the user guess a correct word or letter, the letters are filled in by replacing the blanks.
- The user input would be typed via the keyboard
- Game ends if user makes 6 guesses before making correct guess



Game Flow



Screen Shots

```
/Library/Java/JavaVirtualMachines/jdk1.8.0_121.jdk/Contents/Home/bin/java ...
```

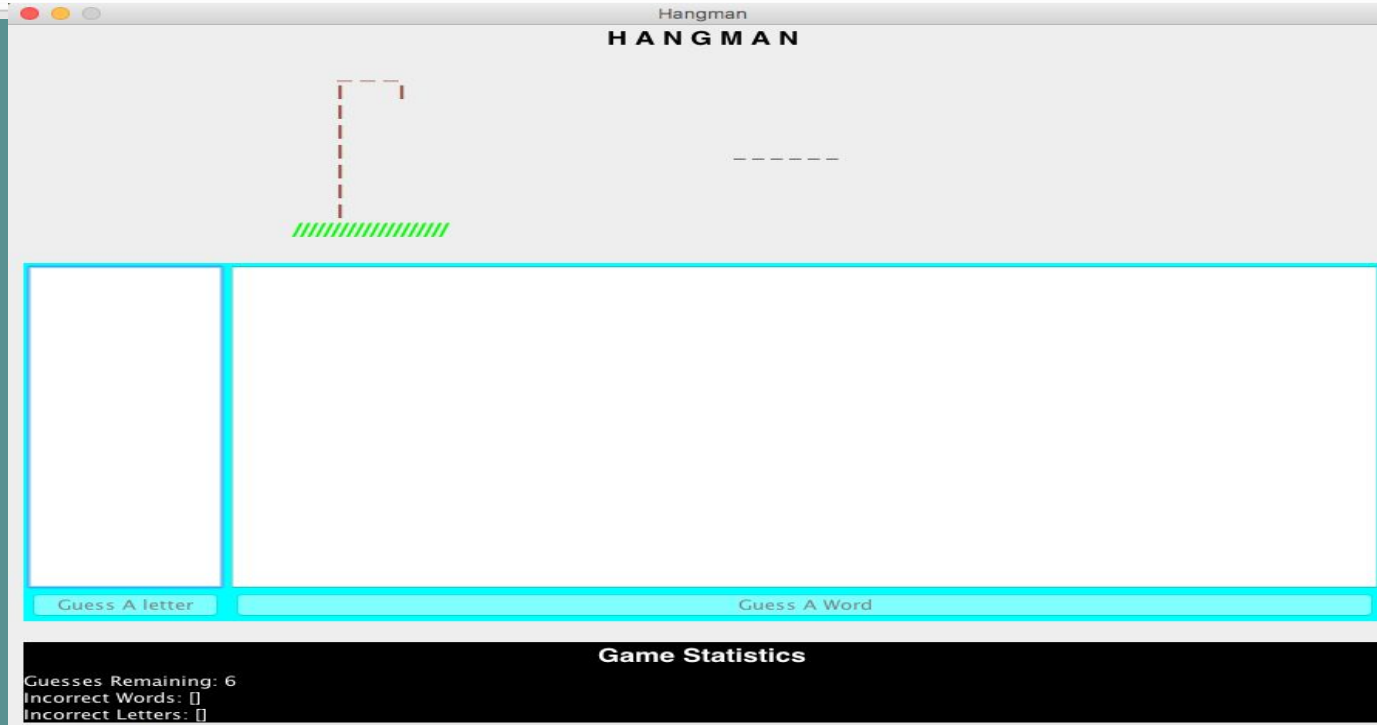
```
objc[4216]: Class JavaLaunchHelper is implemented in both /Library/Java/JavaVirtualMachines/jdk1.8.0_121.jdk/Contents/Home/bin/java (0x1069694c0) and /Library/Java/JavaVir
```

```
Enter your username:
```

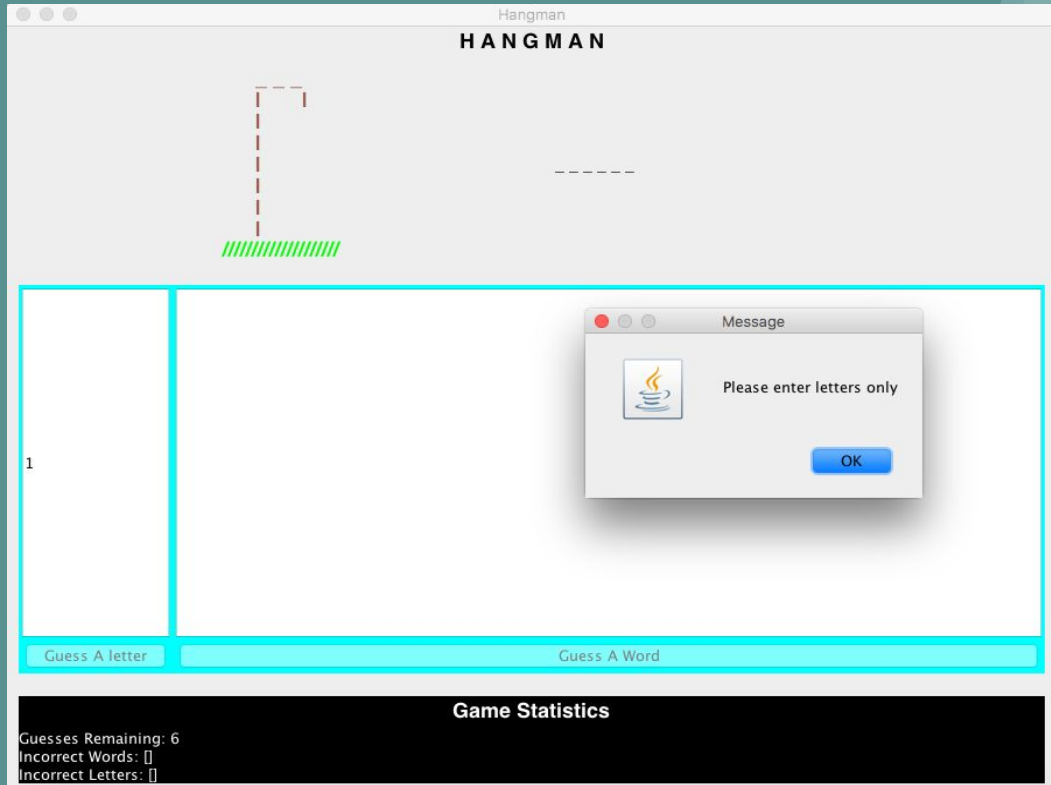
```
Tisha
```

```
TISHA, Enter 1 to Play Hangman, 2 to See History, or 3 to Quit
```

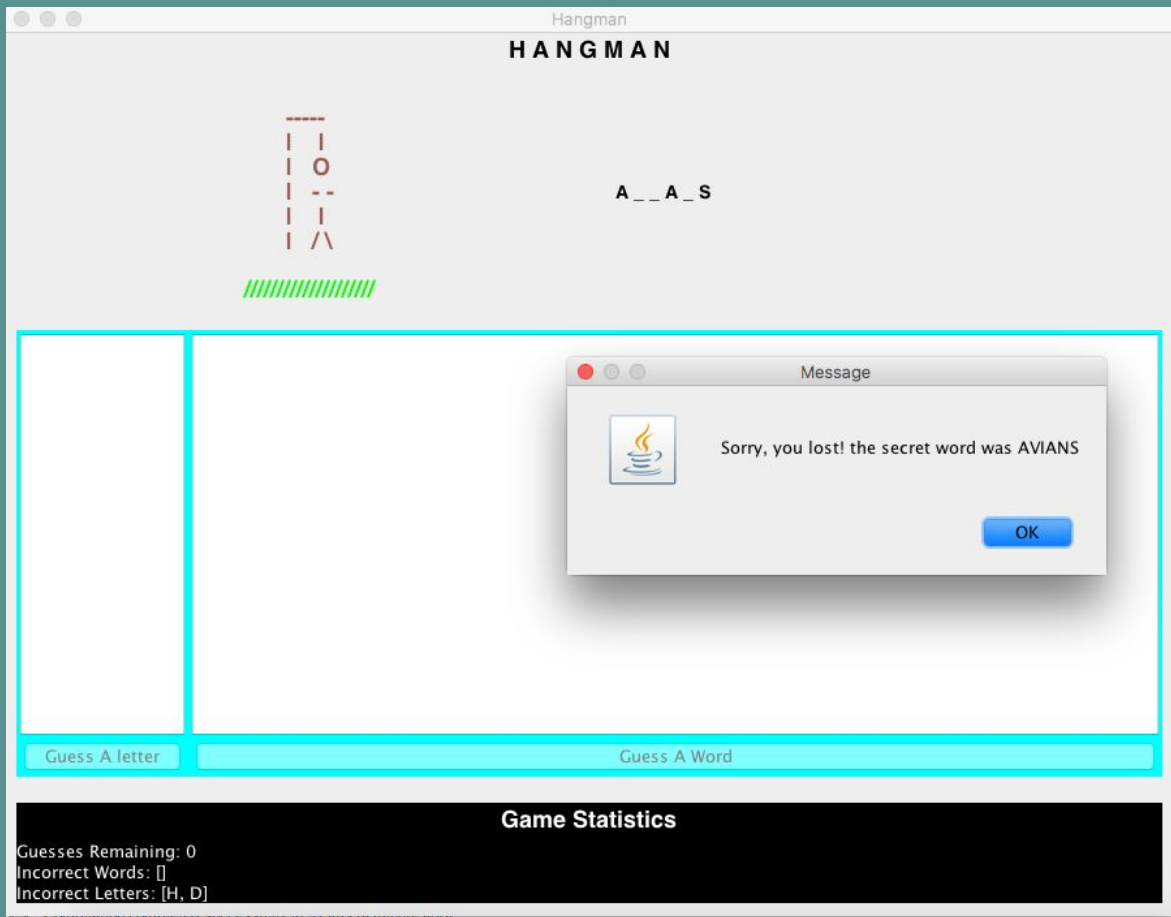
```
1
```



Screenshots Cont'd



Screenshots cont'd



Improvements

- Refactor using processing instead of swing
- Fix the History Class to display history of all players
- Fix history to display words played as well
- Fix logic to have user play multiple games in one session