HANGMAN USER GUIDE
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As a project in subject "Basics of Programming 1"

Hangman is a simple word guessing game. Players try to figure out an unknown word by guessing letters. If too many letters which do not appear in the word are guessed, the player is hanged (and loses). Thank you for choosing to play our game! This user guide will take you through the steps needed to have fun during our game! We hope you enjoy!

START PLAYING
- To choose to play press 1
- Press 0 to exit the game

CHOOSING DIFFICULTY LEVEL
CHOICE 1
Picking a length of a word
Simple 1-4 letter words for beginners.
More difficult 5-9 letter words for intermediate players.
Harder 10+ letter words for players who want a challenge

CHOICE 2 (optional)
Setting number of misses allowed
By default, it is 10.

CHOICE 3
Exit the game
Press 0 to exit the game

GUESSING LETTERS

PROMTING USER FOR LETTER
Guess letters as the computer asks. Most words are obscure, contain unusual letters, or contain repeating letters that make guessing a wrong letter very likely. The length of these words are 1+ letters long. If you get a letter correct, the computer will replace the dash with the letter guessed. If you incorrectly guess a letter, the hangman will decrease the number of allowed misses left. Our game takes into account the following for the hangman: number of misses allowed given by User or set by default. Once, this number reaches zero User will lose.

USER WILL EITHER COMPLETE THE WORD OR THE HANGMAN WILL FINISH ENTIRELY

CONTACT GAME DESIGNERS
For any further questions please contact the creator of this game.

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