Hangman Game Report

(Boyang Qian, Ryan Sun)

Intro:

A Hangman game is basicly a letter guessing game. To win this game, players need to guess the letters included in the given word in limited times. Otherwise a man will be hanged which means being lose.

Win/Lose:

Win: Successfully guess the word

Lose: Make wrong guess 6 times

UI/UX:

In the start of the game, there is only a blank missing word in the interface.

As the player enter a letter, the letter will appear in the box, which means right guess, or it will show at the bottom of the screen, which means wrong guess.

If players find the word before he make 6 wrong guesses, players win the game.

If the players make 5 wrong guesses, player lose the game, bad ending picture and try again button will come up.