Assignment 3

1. Understanding: Explain the weekly project in English, pseudocode, and drawings.
    1.1. Unsure if this report is necessary for this assignment. Continuing anyway.
        1.1.1. Create a flowchart in pdf format for a program which models a game of hangman. Player 1 inputs a word which gets stored in a variable. Player 2, then has a number of guesses with which to get the word correct. If Player 2 gets the word correct, they win. If player 2 does not get the word correct or runs out of guesses, player 1 wins. The display will show the correct guessed letters below the hangman diagram. The display will also show the incorrect guessed letters in a box along the side of the display. At the end of the game, the display will show the secret word and ask if the players want to play again.
2. Design: describe or draw out how the program should behave
    2.1. the design has been flowcharted in wordGuessDesign.pdf and wordGuessDesign2.pdf
3. Testing: design and describe some tests to verify that your code would be working properly. Perhaps create a table (input, expected output, actual output) describing the tests that you plan to perform to demonstrate that your program meets the assignment requirements.
    3.1. There are no tests required for this part of the project as this is only the design phase.

4. Reflection: now that you are done with your program (even if the program is not complete!) you should discuss the process. You should mention things like:
    4.1. I can only assume that my understanding was complete as all of the instructions are spelled out in black and white in the pdf file provided. I did not find that I had any questions which needed to be addressed.
    4.2. There were no tests required for this portion.
    4.3. There is no implementation as this is just the design phase.
    4.4. Someone might miss that there needs to be a display state for their game.
    4.5. I have worked with curses in python. One of the models that curses uses is that of “real” display and “virtual” display. The “real” display is that which is seen by the user. The “virtual” display is what is internal to curses and can differ from what is on the “real” display. In order to update the “real” display, the virtual display must first be updated and then have those changes pushed to the real display. I have attempted to copy this model in my program design (although not realidy apparent).