HANGMAN

Group 1

Description of the Program

This program is a simple implementation of the classic Hangman game in C. The goal is to guess a hidden word within a limited number of tries, with each player starting the game with five lives. The word is initially shown as a series of dashes ("-"), each representing a letter. The player guesses one letter at a time, and if the guess is correct, all matching letters are revealed. If the guess is wrong, one life is lost, and a part of the hangman figure in ASCII art forms, such as the head, body, arms, or legs, is drawn. The player must guess the word before the entire figure is completed, which means all lives have been lost. After the game ends, whether the player wins or loses, they can choose to play again or quit.

Main Functionality of the Hangman Game

- **Random Word Selection:** A word is randomly chosen from predefined categories.
- **User Interaction:** Players guess one letter at a time or type "quit" to exit the game.
- **Visual Representation:** The game progressively draws the hangman figure in ASCII art for each incorrect guess.
- **Gameplay Loop**: The game continues until the player either guesses the entire word or loses all their lives.

- **Correct Guesses Tracking:** The game tracks the correct guesses and updates the word display, revealing guessed letters while showing unguessed ones as dashes.
- **Replay Option:** After the game ends, the player is prompted to replay or exit.
- **Category Selection:** Players can choose from different word categories like animals, colors, or music artists at the start of the game.
- **Quit Anytime:** Players can quit mid-game by typing "quit."

Running Instructions and Usage Guidelines

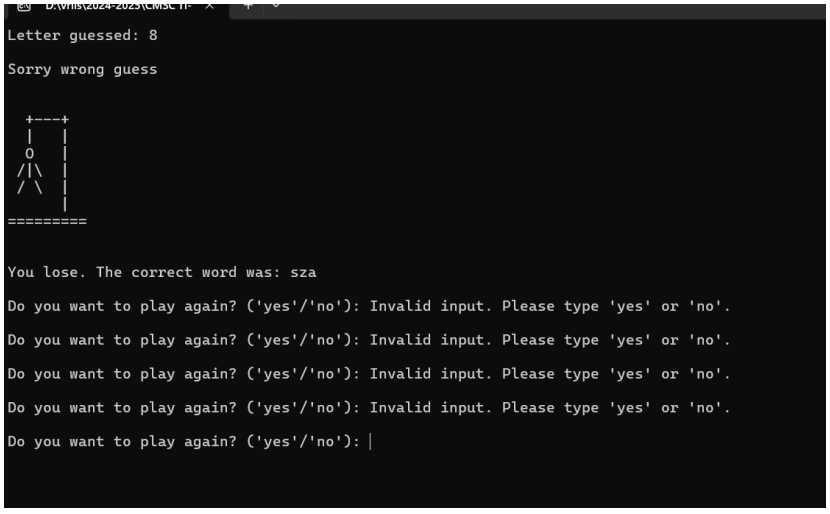
1. **Starting the Game**
    a. Run the program to see the Hangman ASCII title and a welcome message. The game will start automatically.
2. **Selecting a Category**
    a. You'll be prompted to choose a category by typing a number:
        i. 1 for Colors
        ii. 2 for Animals
        iii. 3 for Music Artists
3. **Game Setup**
    a. A random word will be chosen from the selected category.
    b. The word will appear as dashes ("-") to represent the hidden letters.
4. **Making Guesses**
    a. You may only enter one letter at a time, any subsequent letters or numbers will not be accounted for in answer calculations.
    b. Type "quit" at any time to exit the game early.
5. **Tracking Lives**

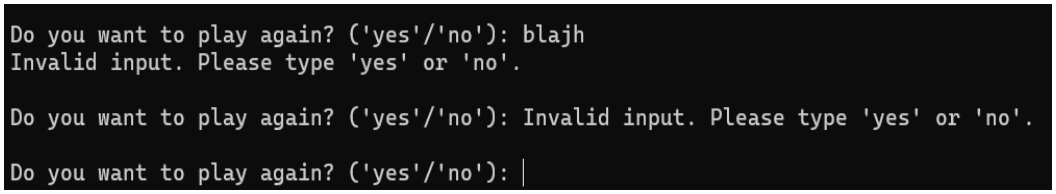
    a. You start with 5 lives. Each incorrect guess reduces your life by one.
    b. A Hangman figure will progressively be drawn as lives are lost.
6. **Winning or Losing**
    a. Win: If you guess all the letters correctly before running out of lives, you win!
    b. Lose: If you lose all your lives, the game will show the correct word.
7. **Replay Option**
    a. After the game ends, you'll be asked if you want to play again.
    b. Type "yes" to restart or "no" to exit the game.
8. **Game Exit**
    a. If you choose "no" when asked to replay, the game will display a goodbye message and close.

Known Bugs

1. Depending on user inputs, anything outside the intended normal inputs will result in an error in which the game may run additional iterations of the game or might not work as intended.

   Example:





2. When selecting categories for the game, if the user goes beyond the intended inputs, the program will print multiple iterations of a block of code (as seen above). However, the effects of this are negligible and don't affect gameplay since they are cleared by the system("CLS") command.

However, these known bugs have been negated using system("CLS"), clearing the terminal every iteration.

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