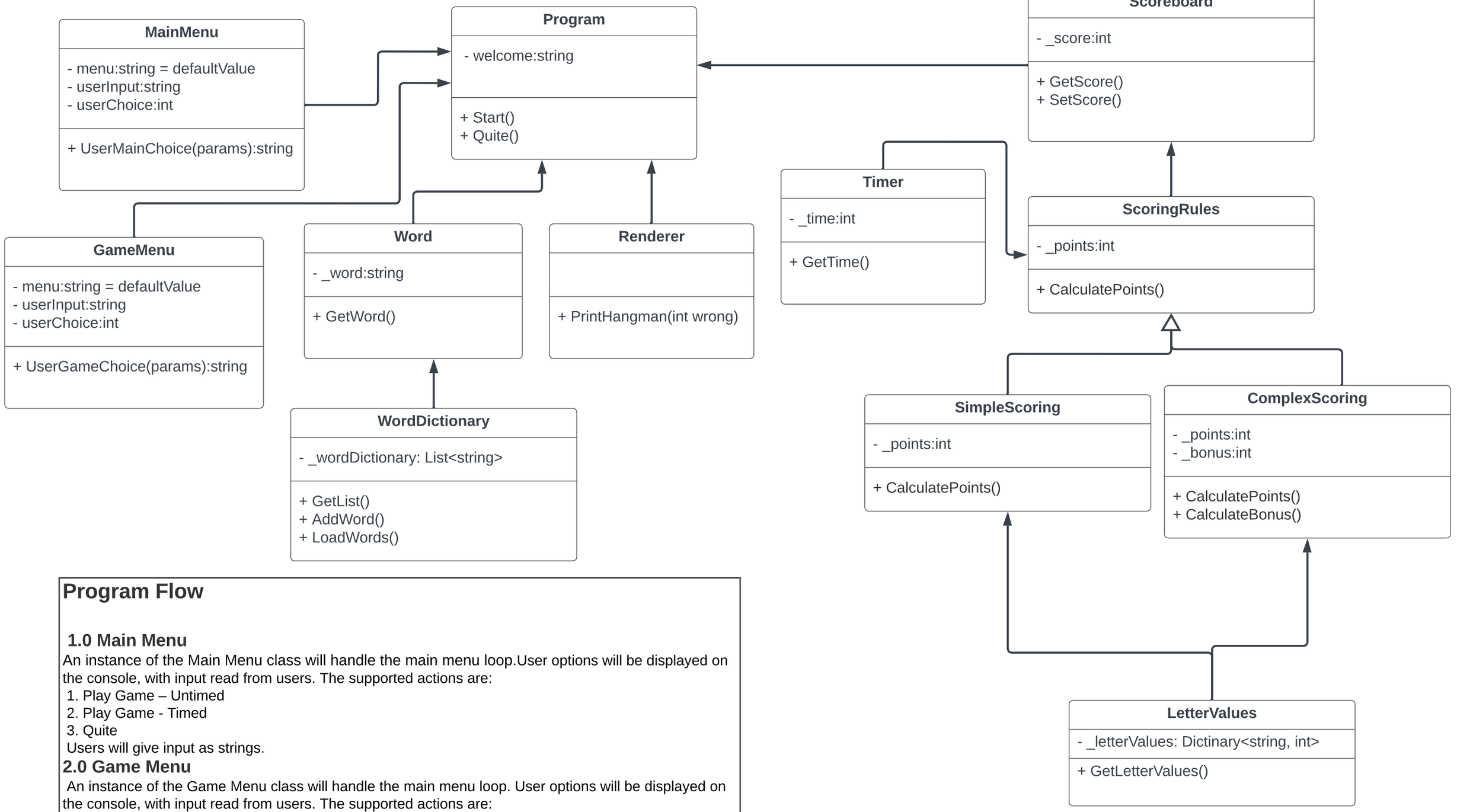
Final Project Program UML Diagram

C# Console Hangman Game



Program Flow

1.0 Main Menu

An instance of the Main Menu class will handle the main menu loop.User options will be displayed on the console, with input read from users. The supported actions are:

1. Play Game – Untimed
2. Play Game - Timed
3. Quite

Users will give input as strings.

2.0 Game Menu

An instance of the Game Menu class will handle the main menu loop. User options will be displayed on the console, with input read from users. The supported actions are:

1. Pick a word topic
2. Random Words

Users will give input as strings.

1.1 Play Game – Untimed

When the user picks this option they will then be prompted to pick a word topic or random word. The game will then begin untimed. The user will have unlimited time to play.

1.2 Play Game - Timed

When the user picks this option they will then be prompted to pick a word topic or random word. The game will then be timed. The user will have two (2) minutes to guess as many words as they can.

1.3 Exit/Quite

A user input of “exit” will exit the menu loop and terminate the program.

2.1 Pick a word topic

The user will be given a list of topics they can choose from. When they pick those words will be loaded into the random word generator for play.

2.2 Random word

A list of random words will be loaded into the random word generator for play.