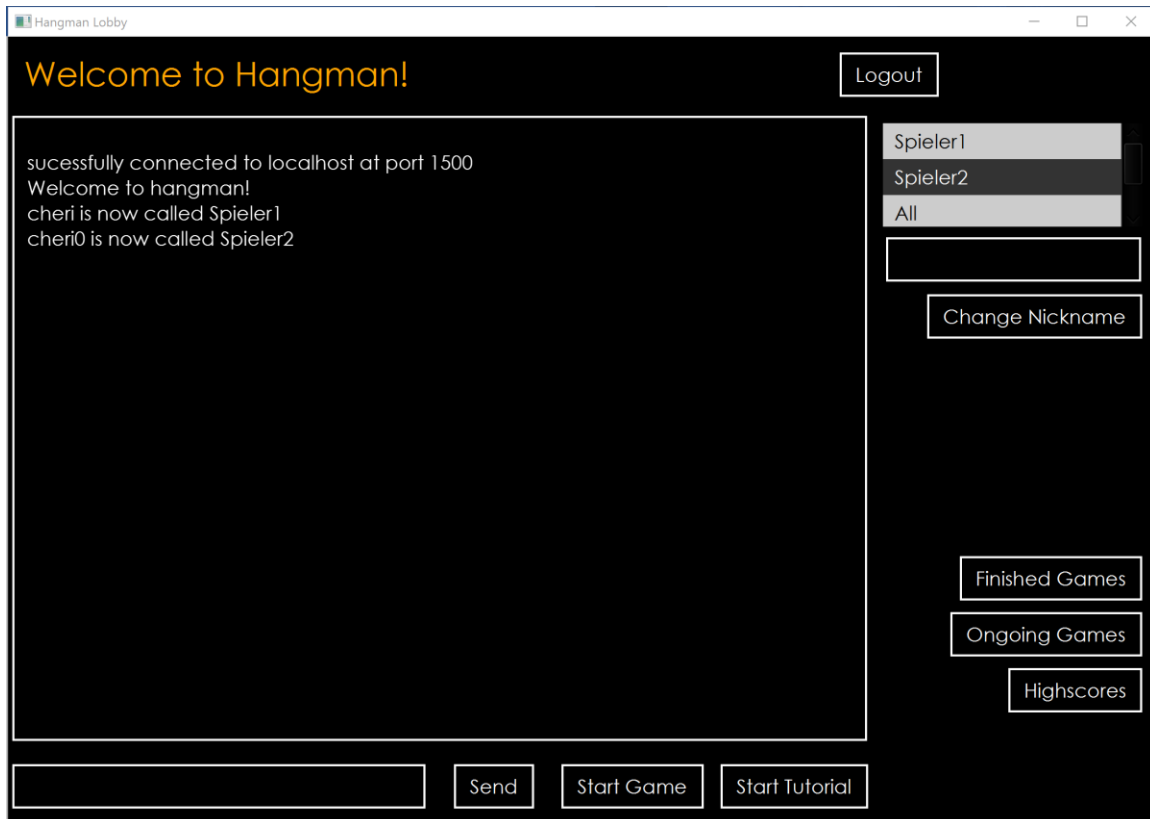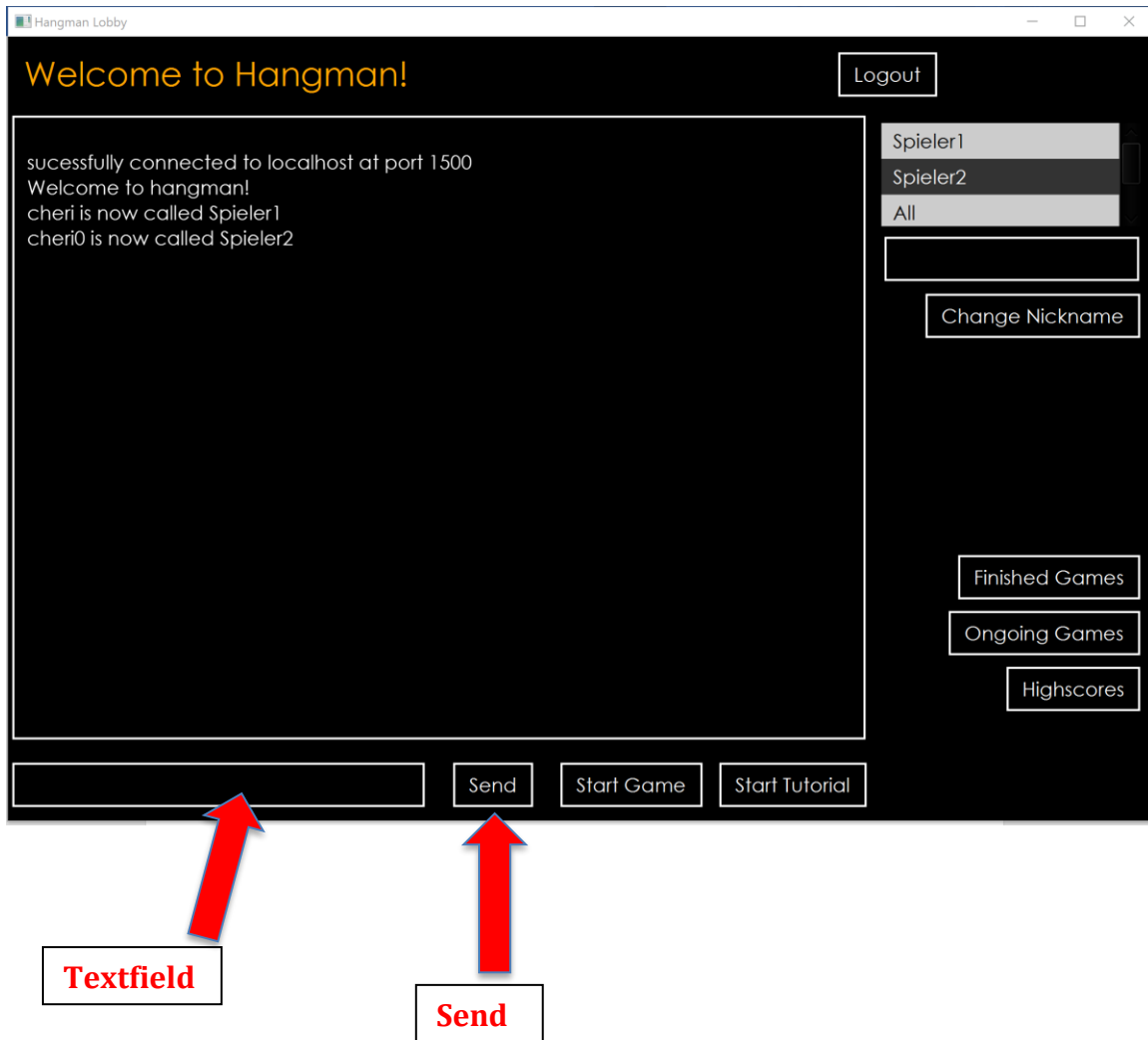# Hangman – Manual

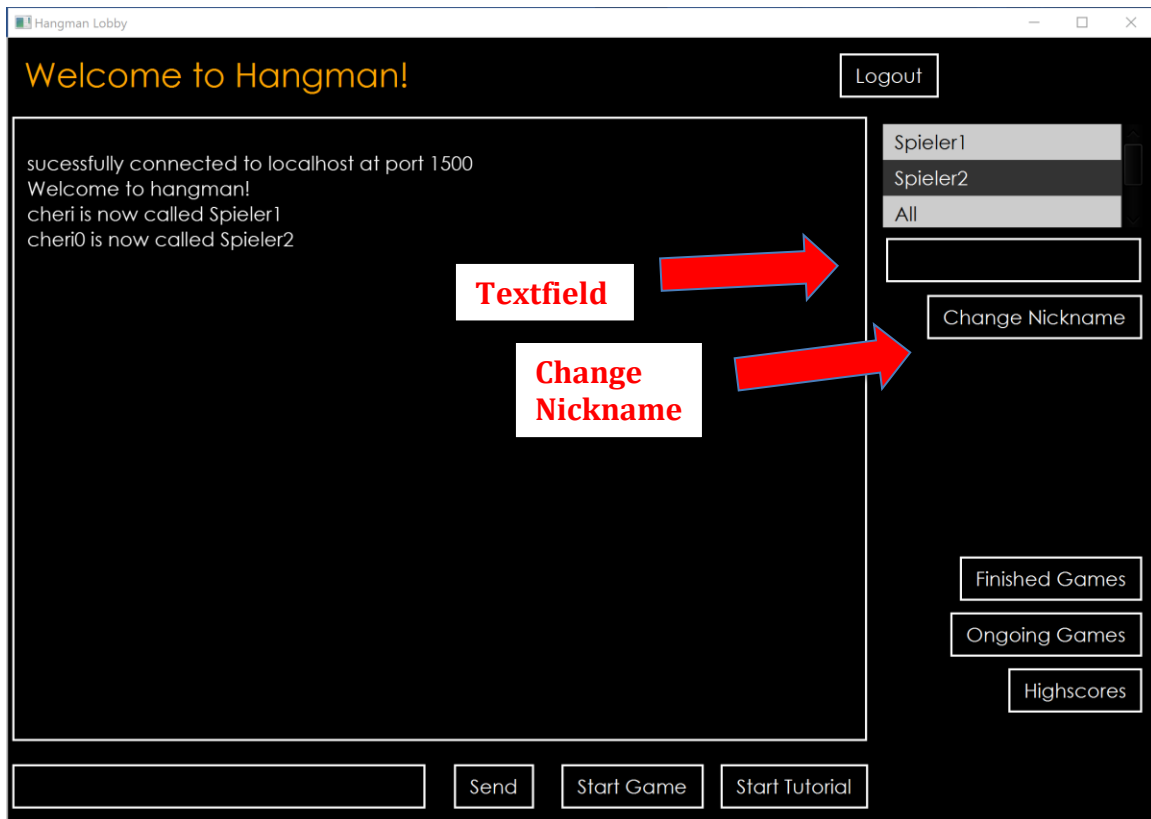Moritz Gubler     Gerin Cherian

Arben Kqiku     Benjamin Otter

Once you are connected to the Hangman Server, this window is going to pop-up.

If you desire to communicate with others, insert your message in the text field and press send.
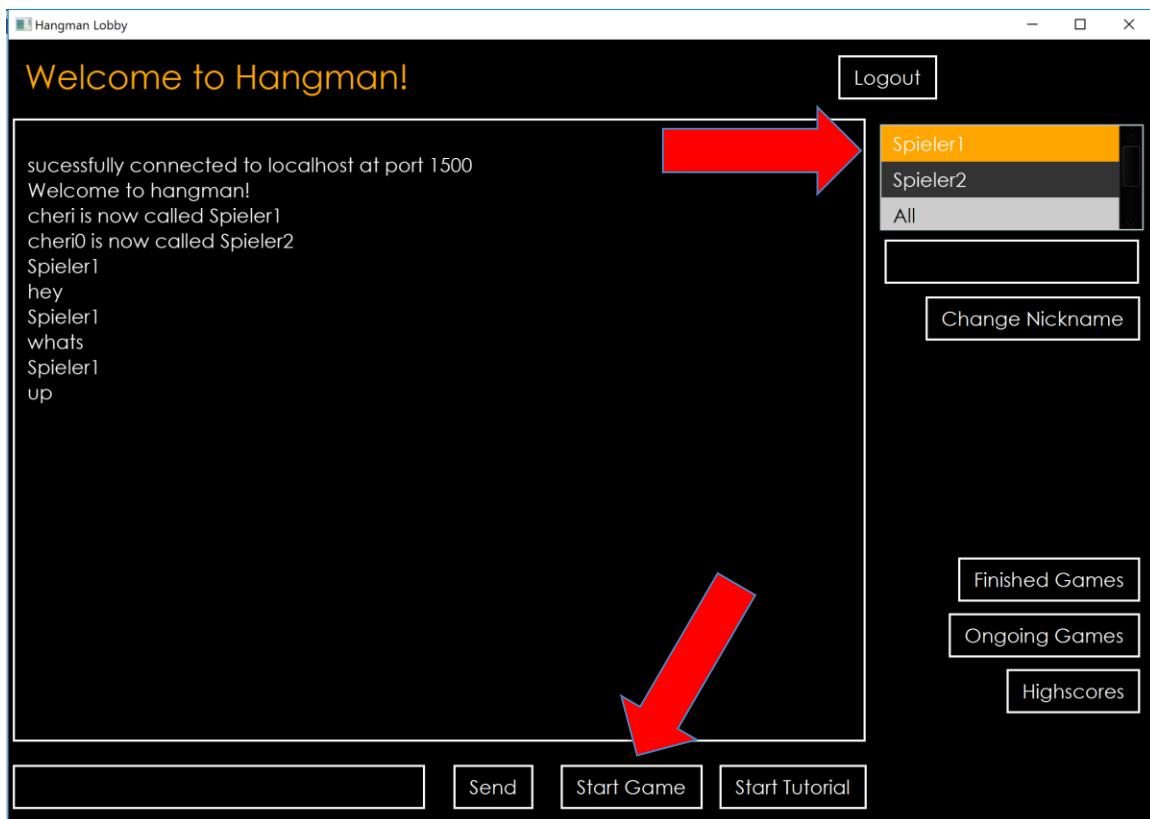
If you would like to change your nickname, just type in the following text field and press "change nickname".

On the bottom right corner, you can display the finished games, the ongoing games and the past high-scores.
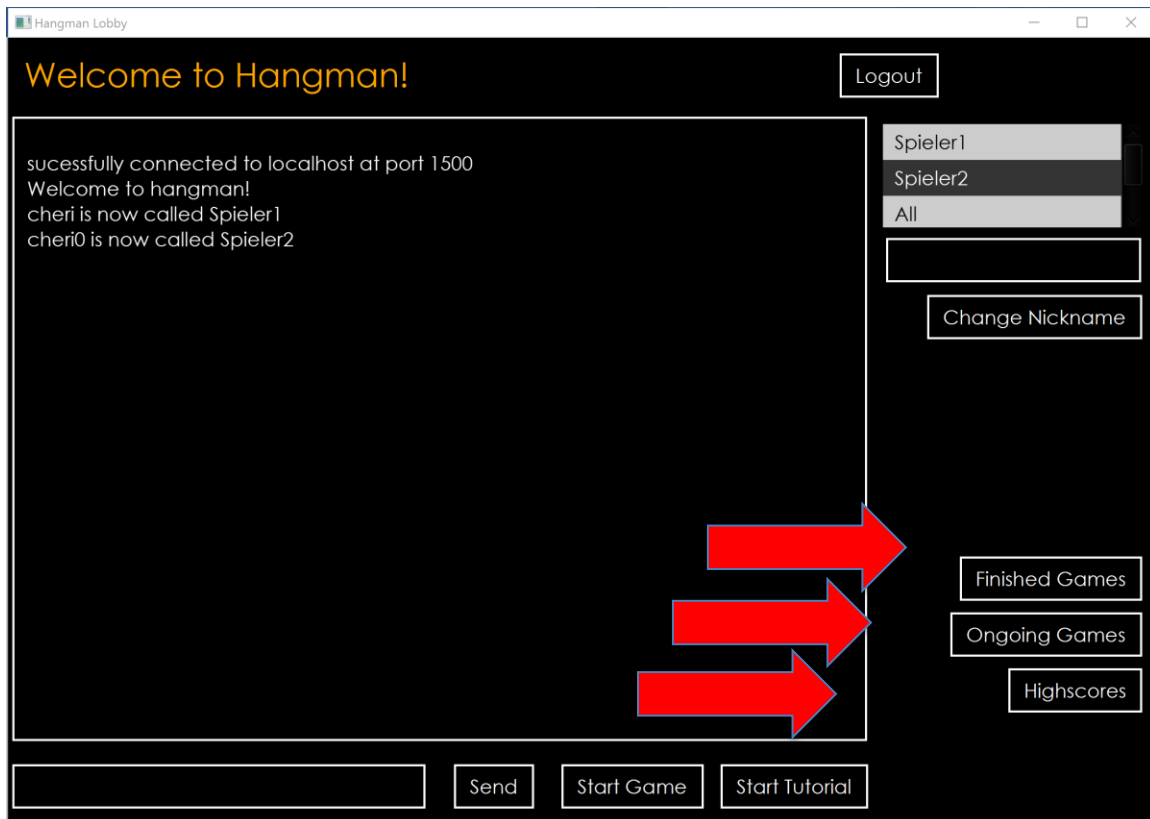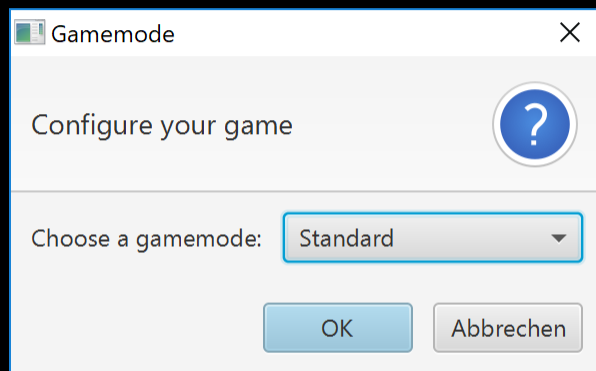
If you want to start a game with a particular client, click on his name, which will turn yellow, and then press start game.
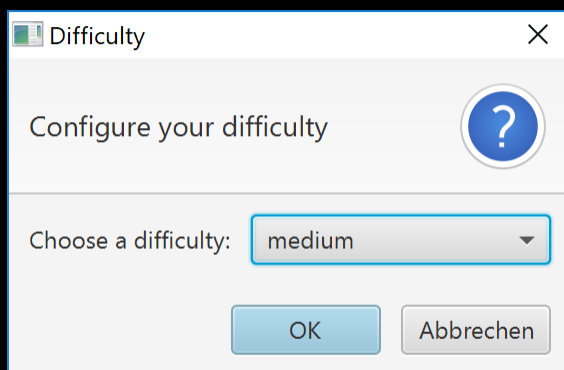
Once you've done that, this window will pop up. Here you can choose your Gamemode (either Standard, which is normal turnbased Hangman or Rampage, which means no turn management, the faster one gets the point)
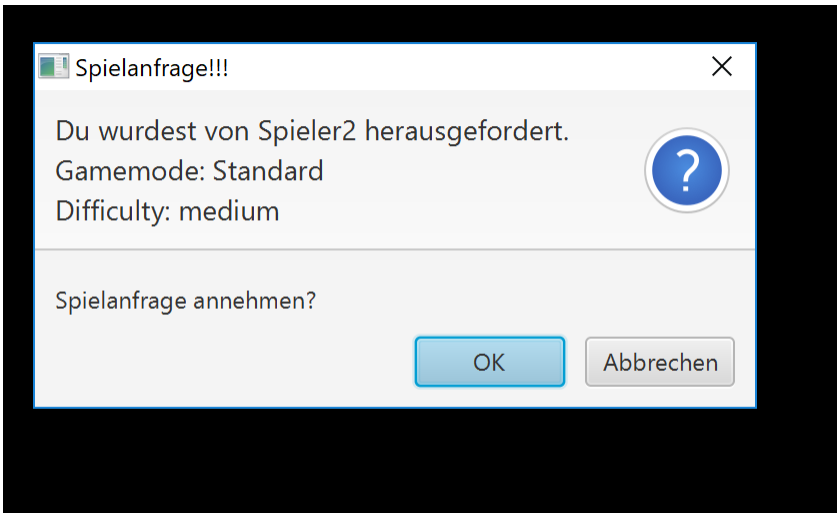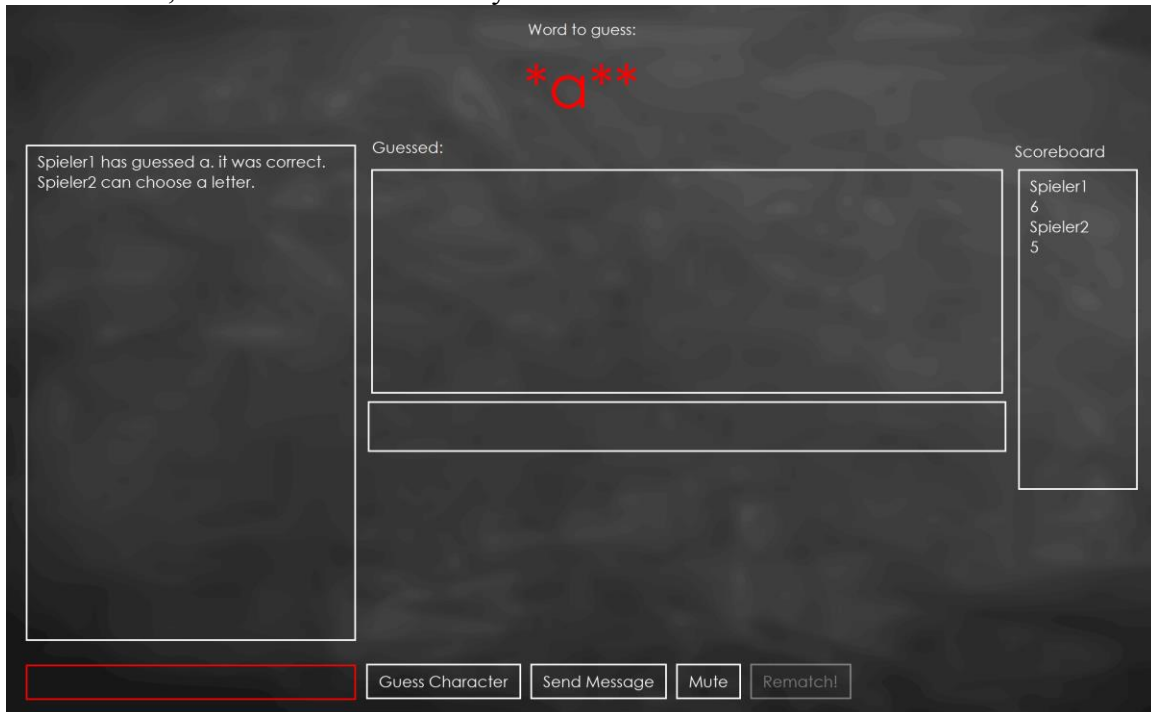


After that you can choose your difficulty from Easy up to Insanity. Note that all the words will be in English.

On the side of the other client, another window will pop-up asking him if he wants to join the game.



If he accepts, another window is going to open for both. On the top left corner, you will see the word, which will be covered by stars.



That represents the word that both clients have to guess. The client with the name on top begins the game.

In order to guess a letter, type it in the text field and press "Guess Character" or the enter button. If you just want to communicate with the other client, use the same text field but press "Send Message".
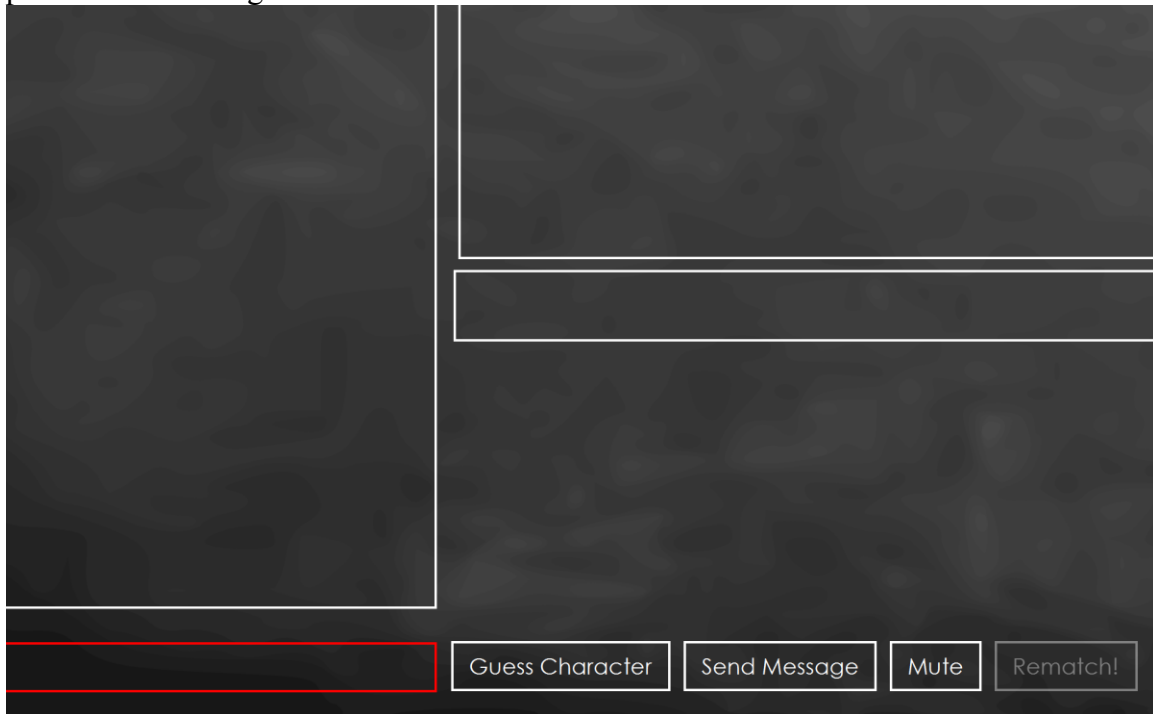


With Mute you can mute the music and sound within the game.

Later, on the console it will be displayed whether the letter was correct or not and, who can choose a letter right now.

Letters, which were correct will of course be displayed in the word at the top, but wrong letters will be displayed in the Colum in the middle
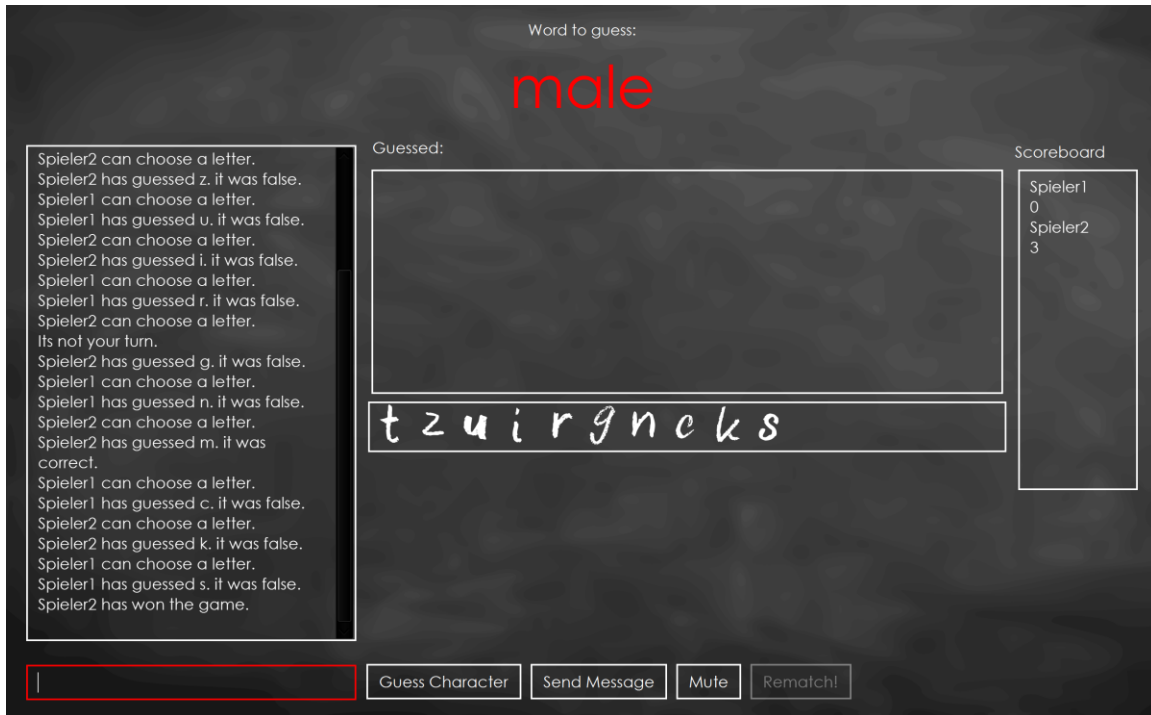


The scores are displayed on the far right side of the game.

All players start with 4 points. If a player guessed a letter correctly, he earns one point. If not, he loses one point.
The game ends either when the entire word is uncovered or when one of the players reaches 0 points, in which case he loses.