HANGMAN Hangman Programmerprojeht CS. 108

Hangman – Manual

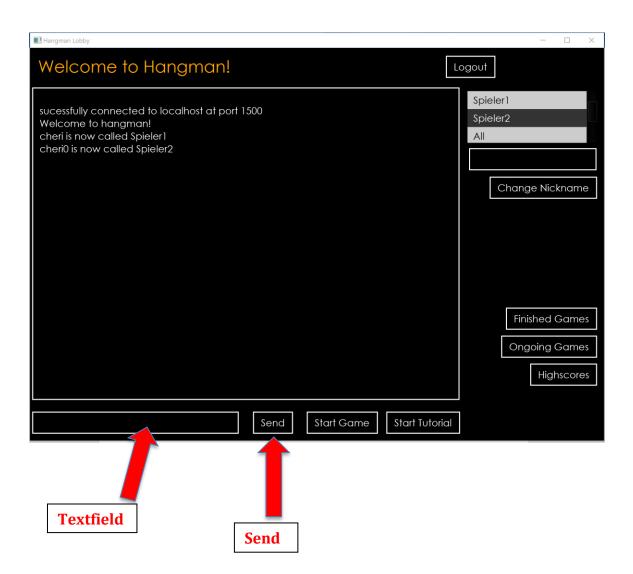
Moritz Gubler Gerin Cherian

Arben Kqiku Benjamin Otter

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

Rangman Lobby	- 🗆 X
Welcome to Hangman!	Logout
sucessfully connected to localhost at port 1500 Welcome to hangman! cheri is now called Spieler1 cheri0 is now called Spieler2	Spieler1 Spieler2 All Change Nickname Finished Games Ongoing Games Highscores
Send Start Game Start Tutoria	l

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".

II Hangman Lobby	- 🗆 X
Welcome to Hangman!	ogout
sucessfully connected to localhost at port 1500 Welcome to hangman! cheri is now called Spieler1 cheri0 is now called Spieler2 Textfield Change Nickname	Spieler1 Spieler2 All Change Nickname Finished Games Ongoing Games Highscores
Send Start Game Start Tutorial	

On the bottom right corner, you can display the finished games, the ongoing games and the past high-scores.

🔜 Hangman Lobby	- 🗆 X
Welcome to Hangman!	Logout
sucessfully connected to localhost at port 1500 Welcome to hangman! cheri is now called Spieler1 cheri0 is now called Spieler2	Spieler1 Spieler2 All Change Nickname Finished Games Ongoing Games Highscores
Send	Start Game Start Tutorial

If you want to start a game with a particular client, click on his name, which will turn yellow, and then press start game.

III Hangman Lobby			- 🗆 X
Welcome to Hangman!		L	ogout
sucessfully connected to localhost at port 1500 Welcome to hangman! cheri is now called Spieler1 cheri0 is now called Spieler2 Spieler1 hey Spieler1 whats Spieler1 up)		Spieler1 Spieler2 All Change Nickname
			Finished Games Ongoing Games Highscores
	Send Start Game	Start Tutorial	

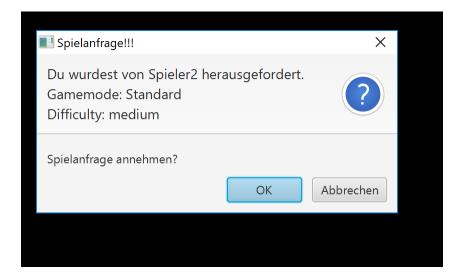
Once you've done that, this window will pop up. Here you can choose your Gamemode (either Standard, which is normal turnbased Hangman or Rampage, which means no turn management, the faster one gets the point)

ort 1500			
🔳 Gamemode		×	
Configure your gam	ne	?	
Choose a gamemode:	Standard	•	
	ОК	Abbrechen	

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

Configure your difficulty ? Choose a difficulty: medium •	Difficulty		×
	Configure your di	fficulty	?
OK Abbrechen	Choose a difficulty:	medium	•
		ОК	Abbrechen

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.

	Word to guess:	
Spieler1 has guessed a. it was correct.	Guessed:	Scoreboard
Spieler2 can choose a letter.		Spieler1 6 Spieler2 5
	Guess Character Send Message Mute Rematch!	

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".

Guess Character Send Message Mute Rematch!

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

	Word to guess:	
Spieler2 can choose a letter. Spieler2 has guessed z. it was false. Spieler1 has guessed u. it was false. Spieler2 can choose a letter. Spieler2 has guessed i. it was false. Spieler2 has guessed i. it was false. Spieler1 has guessed r. it was false. Spieler2 can choose a letter. Its not your turn. Spieler2 has guessed g. it was false. Spieler2 can choose a letter. Spieler1 has guessed g. it was false. Spieler1 can choose a letter. Spieler1 has guessed n. it was false. Spieler2 can choose a letter. Spieler2 can choose a letter. Spieler2 has guessed m. it was correct. Spieler1 can choose a letter. Spieler1 has guessed c. it was false. Spieler2 has guessed k. it was false. Spieler2 has guessed k. it was false. Spieler1 has guessed s. it was false. Spieler2 has won the game.	cuessed: tzuirgncks	Scoreboard Spieler1 O Spieler2 3
	Guess Character Send Message Mute Rematch!	

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.