

COSC 120 – Assignment #4

Fall 10

Objective: Complete a task that incorporates a lot of what you've learned in this class.

Your task: This assignment is to code a simple hangman game. The game should choose a random word out of a list of words that are coded into the program and ask for guesses. You should include a total of 20 words, lengths ranging from 4 to 12 letters long. Each time a person guesses wrong, it should decrement the total number of guesses (5 incorrect guesses allowed, on the 6th incorrect guess the game ends with a loss). When the user guesses the word or if they lose, they have the option of playing again. The expected output should be text based:

```
You have 6 incorrect guesses left.
```

```
_ _ _ _ _  
What is your guess? A
```

```
You have 6 incorrect guesses left.
```

```
_ A _ _ A _  
What is your guess? T
```

```
You have 5 incorrect guesses left.
```

```
_ A _ _ A _  
What is your guess?
```

BONUS: Create a way to keep score. Each time through the game it should start with how many times the player has won and how many times the player has lost. You do not need to retain this information from execution to execution.

Java Stuff You'll Need: Random number generators, switch statements, Strings, Class Creation

Grading rubric will be given out at least a week ahead of the due date. You are required to work with a partner on this project. Self-selection ends on Tuesday, November 23d at 5pm. If you find a partner, please email me your group by this time or you will be randomly paired.

You will be turning the project files in via the Digital Dropbox tool in Blackboard.

DUE: December 6th, 11:59pm in the Digital Dropbox.