Computer Science AP
Hang Person Project

Time for a good project involving Strings and ArrayLists. Everyone knows the game Hang Person (politically correct version of Hang Man). If you don't know what the game is about, then go to the website
http://www.kidspot.com.au/hangman/
and give it a play.

We are going to make a very basic looking version of this game – we're going to focus on the coding of the Strings and ArrayList and not on the graphics (yet!).

Here is the basic functionality that your HangPerson game will do:

1. Words for the game are randomly selected from an ArrayList of words.
2. Game allows player to make single letter guesses.
3. Game keeps track of letters that the player has already guessed.
4. Game keeps track of the number of wrong guesses.
   (may also draw the stick figure out on the screen)
5. Game shows the user the correct guesses in their proper positions.
   ex. computer science might show as c-m—ter sc-e-nce
6. Game ends when the user has too many incorrect guesses or when the user completes the word.
7. Start New Game allows the game to start again.

Watch the video "SampleHangPerson" that shows a completed version of this program.

At this point it's nice for you to think about how you might code this project. Consider all the tasks that need to be done and how you might do them. If you think you can code the entire program without any more help, then off you go!

For those that need some hints with how to complete some of the tasks (like how to form that c-m—ter sc-e-nce string to show the use, then open the file named