

Final Project Help - Hangman

Data to Track

The playing board is 6 or more body parts.

Create an array to store the body parts. If your body parts are TextBlocks then:

```
TextBlock[ ] bodyParts = new TextBlock[6];
```

Put each body part into the bodyParts array.

Then hide the body parts at the beginning of the game

Loop 0 - 5

```
bodyParts[i].Visibility = Visibility.Hidden;
```

Create a list of words the player will guess on.

```
string[ ] words = new string[ ] { "word1", "word2", ... }
```

Put your own words in the list

Randomly choose a word for the player to guess

```
Random randy = new Random ();
```

```
int word = randy.Next (0, words.Length);
```

Create an array of the characters from the word

```
char[ ] wordLetters = words[word].ToCharArray ();
```

Create an array of the letters to be displayed (the underscores)

```
char[] displayLetters = words[word].ToCharArray ();
```

Make all display letters to be underscores for displaying

Loop 0 - displayLetters.Length

```
displayLetters[i] = '_';
```

Guessing Letters

You can choose to create 26 buttons (one for each letter) for the player to select a letter or you can use the Advances Skills help for **Keyboard Control**. I suggest the Keyboard control way.

When a letter is guessed, loop through the **wordLetters** array checking to see if there is a match. If it matches then copy that letter into the same position in the **displayLetters**.

Displaying the Word

Loop through displayLetters

Build a string like this **s = displayLetters[i].ToString () + “_”;**