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# ASCII Art Hangman for Kids

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Revision History

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Hangman is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or sentence and the other tries to guess it by suggesting letters or numbers, within a certain number of guesses. In this version for children the computer selects a word, phrase or sentence randomly out of a word-list defined in a configuration file. In the course of the game ASCII-Art images - designed for children - are progressively disclosed. There are 10 built in ASCII-Art images from which one is chosen randomly at the beginning of the game. Alternatively own ASCII-Art can be provided in the configuration file.

*Example 1. Screenshot*

```
HANGMAN GAME

      '
     ( _ | , .
    , ' / , ) _____
   _j o ` ` - '
  (")
  \-j
  \-._(
    |_\ |--^ . /
   /_]'|_| /_)_ /
    /_]' /_]'

Lives: 6      Last guess: g

g o o d   l u _ k

Type a letter then type [Enter]:
```

---

The project is hosted on Github: [getreu/asciiart-hangman-for-kids.rs](https://github.com/getreu/asciiart-hangman-for-kids.rs)<sup>1</sup>. The project's webpage is on [getreu.net](http://blog.getreu.net)<sup>2</sup>. There you also find a [pdf rendition](#)<sup>3</sup> of this document and compiled [binaries](#)<sup>4</sup>.

## 1. Installation

### 1.1. Linux

1. Download the binary `hangman` from [here](#)<sup>5</sup>.
2. Copy it in `$PATH`

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```
sudo cp hangman /usr/local/bin
```

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3. Generate a sample configuration file in your working directory

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<sup>1</sup> <https://github.com/getreu/asciiart-hangman-for-kids.rs>  
<sup>2</sup> <http://blog.getreu.net/projects/asciidoctor-notetaking/>  
<sup>3</sup> [https://blog.getreu.net/\\_downloads/asciidoctor-notetaking.pdf](https://blog.getreu.net/_downloads/asciidoctor-notetaking.pdf)  
<sup>4</sup> [https://blog.getreu.net/\\_downloads/asciidoctor-notetaking.zip](https://blog.getreu.net/_downloads/asciidoctor-notetaking.zip)  
<sup>5</sup> <http://getreu.net/public/downloads/doc/asciiart-hangman-for-kids.rs/bin/>

.....  
hangman  
.....

### 4. Edit the configuration file

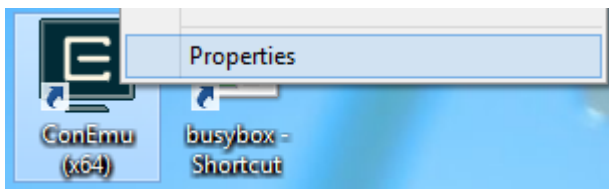
.....  
nano hangman-words.txt  
.....

### 5. Start the game

.....  
hangman  
.....

## 1.2. Windows

1. Download and install the terminal-emulator [ConEmu<sup>6</sup>](#) from [here<sup>7</sup>](#).
2. Download the binary `hangman.exe` from [here<sup>8</sup>](#).
3. Copy `hangman.exe` in a directory of your choice, for example `c:\99-tools\`
4. Open the properties of the Shortcut `ConEmu (x64)` on your desktop.



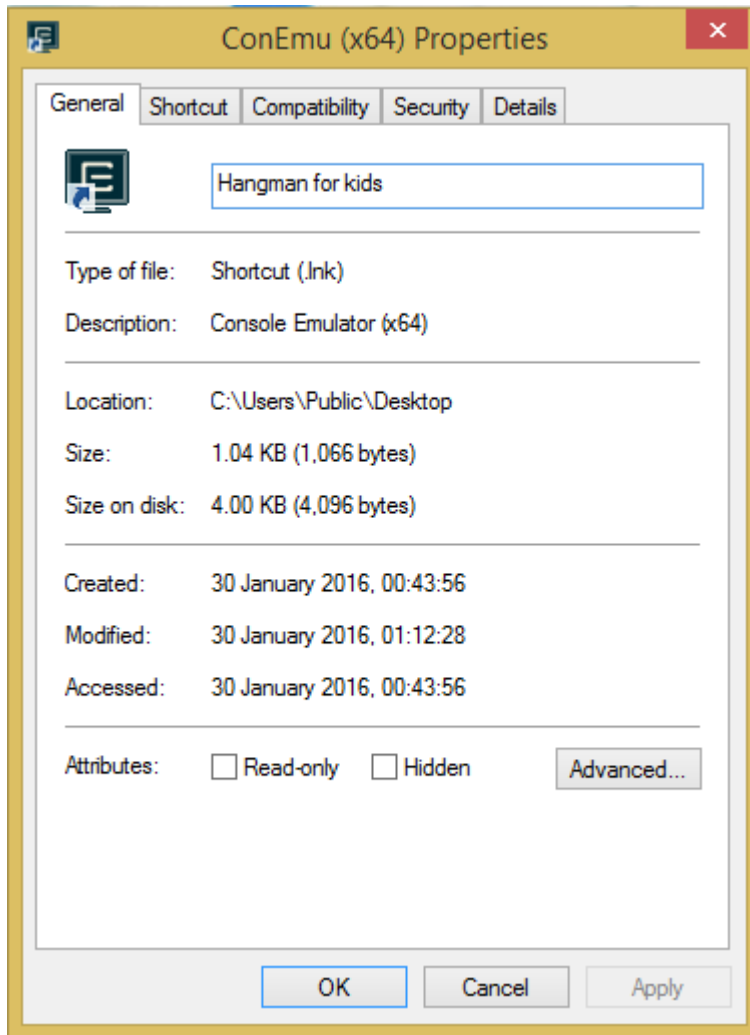
5. On the *General* tab, change the program name to `Hangman for kids`.

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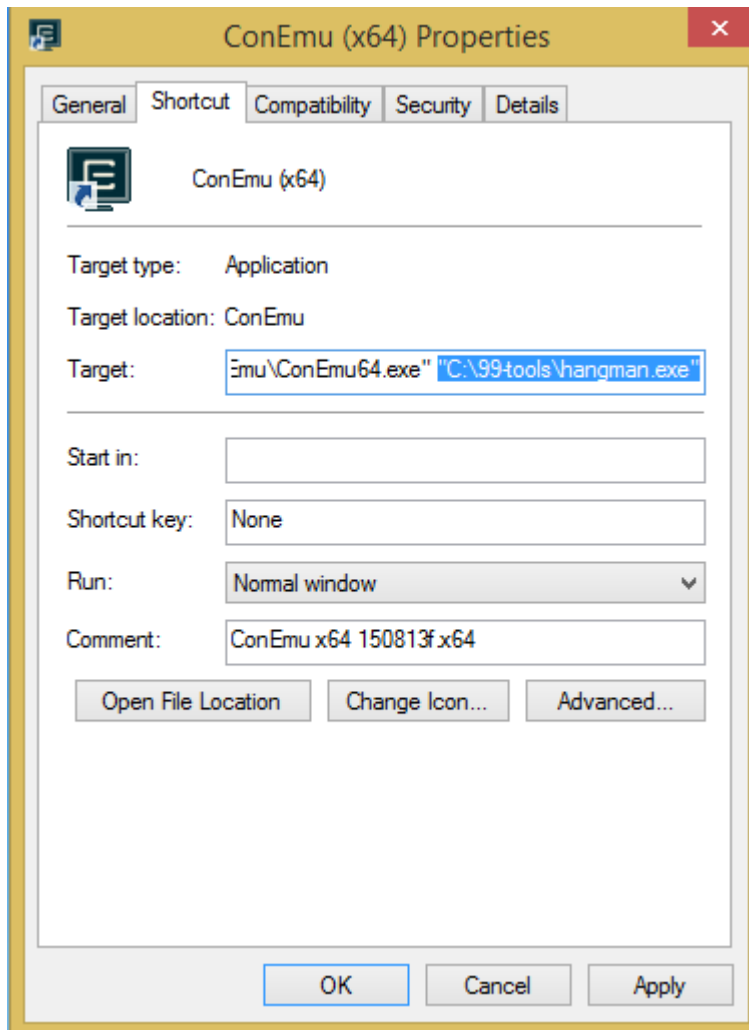
<sup>6</sup> <https://github.com/Maximus5/ConEmu>

<sup>7</sup> <http://www.fosshub.com/ConEmu.html>

<sup>8</sup> <http://getreu.net/public/downloads/doc/asciiart-hangman-for-kids.rs/bin/>

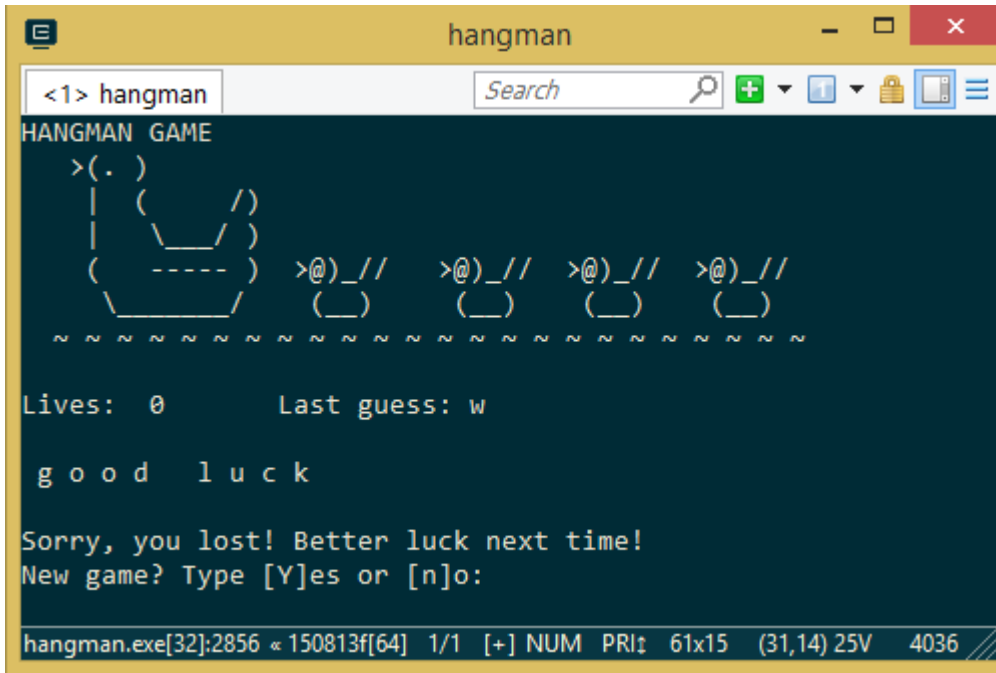


6. Append "C:\99-tools\hangman.exe" to ConEmu64.exe



Leave *Start in* empty.

7. Generate a sample configuration file on your desktop with double click on the `Hangman for Kids` Shortcut on your desktop.
8. Edit the configuration file with *Wordpad*.
9. Start the game with double click on the `Hangman for Kids` Shortcut on your desktop.



## 2. Usage

Unresolved directive in index.adoc - include::src/main.rs[lines="48..82"]

## 3. Sample configuration file

.....  
Unresolved directive in index.adoc - include::src/main.rs[lines="93..138"]  
.....