
ASCII Art Hangman for Kids

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Revision History

Revision 2.1.0

2.2.2016

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Table of Contents

1. Installation	2
1.1. Linux	2
1.2. Windows	3
2. Usage	6
3. Sample configuration file	7

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)¹. The project's webpage is on [getreu.net](http://blog.getreu.net/projects/asciiart-hangman-for-kids/)². There you also find a [pdf rendition](https://blog.getreu.net/_downloads/asciiart-hangman-for-kids.pdf)³ of this document and compiled [binaries](https://getreu.net/public/downloads/doc/asciiart-hangman-for-kids.rs/bin/)⁴.

1. Installation

1.1. Linux

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

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

3. Generate a sample configuration file in your working directory

¹ <https://github.com/getreu/asciiart-hangman-for-kids.rs>
² <http://blog.getreu.net/projects/asciiart-hangman-for-kids/>
³ https://blog.getreu.net/_downloads/asciiart-hangman-for-kids.pdf
⁴ https://blog.getreu.net/_downloads/asciiart-hangman-for-kids.zip
⁵ <http://getreu.net/public/downloads/doc/asciiart-hangman-for-kids.rs/bin/>

.....
hangman
.....

4. Edit the configuration file

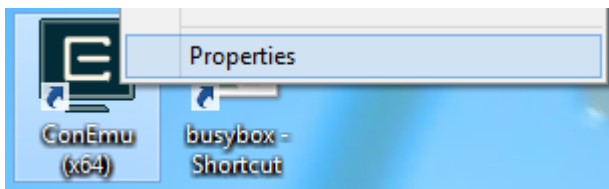
.....
nano hangman-words.txt
.....

5. Start the game

.....
hangman
.....

1.2. Windows

1. Download and install the terminal-emulator [ConEmu⁶](#) from [here⁷](#).
2. Download the binary `hangman.exe` from [here⁸](#).
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.

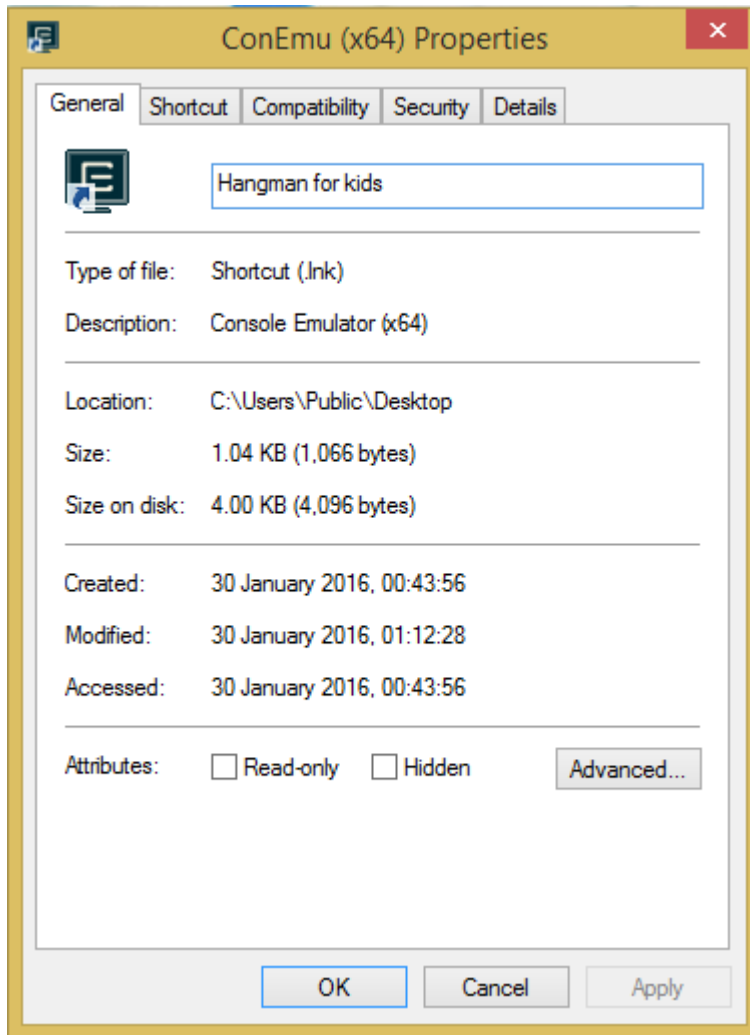


5. On the *General* tab, change the program name to `Hangman for kids`.

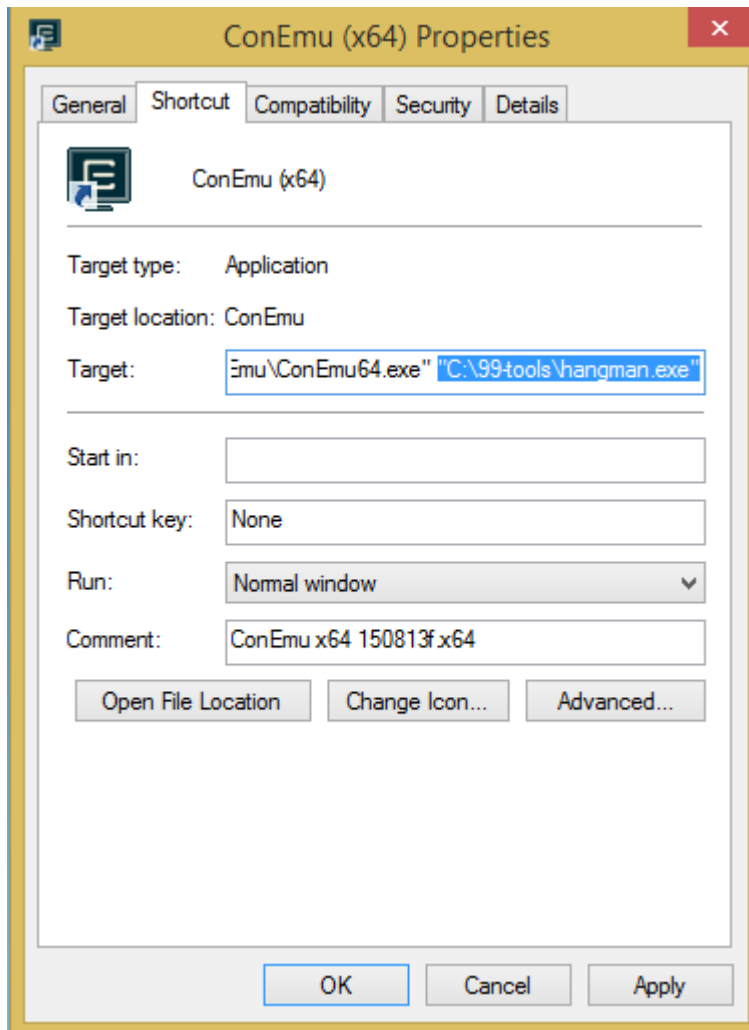
⁶ <https://github.com/Maximus5/ConEmu>

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

⁸ <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

Usage: hangman [FILE]...
 hangman (-c|--help)
 hangman

[FILE] are configuration files containing word-lists and optionally Ascii-Art images.

When no [FILE] argument is given, [FILE] defaults to 'hangman-words.txt'. In case no [FILE] is found, a template configuration file 'hangman-words.txt' is written into the current working directory. Multiple [FILE]'s are concatted.

[FILE] is an Ascii file containing 4 different line-types:

- lines starting with # is ignored.
- lines starting with | are part of an optional Ascii-Art image shown progressively in the course of the game. If not defined here, built in Ascii-Art images are used instead.
- lines starting with : are game modifier. They change the logic how the image is progressively disclosed: :success-rewarding Every guessed

character shows a bit more of the image. This mode is default. `:traditional-rewarding` Every lost live discloses a bit more of the image. Choose this mode together with a traditional gallows image (not built in).

- lines starting with `-` are *guessing strings*. At the beginning of the game one line is randomly chosen and all characters are hidden. In order to give additional hints it is possible to enclose some characters with `*`. These words are then displayed in clear. For example a config line: `- Guess *me*` is shown in the game as: `_ _ _ _ _ m e .`

3. Sample configuration file

```
#### This is a sample word-list for the hangman game

#### Sample word-list
# -----
#
# Before every game one line is randomly chosen.
# Empty lines and lines starting with # are ignored.
# Lines with guessing strings must start with '-'.
# Words enclosed with * are not hidden when the game starts:
# - *guess *me
# shows in the game:
# g u e s s _ _
#

- *guess* me
- hang*man*
- good luck

# Lines starting with ':' are game modifier. They change
# the logic how the image is progressively disclosed:
# ':success-rewarding'      Every guessed character shows a bit more of
# the
#                             image. This mode is default.
# ':traditional-rewarding'  Every lost live discloses a bit more of the
#                             image. Choose this mode together with a
#                             traditional gallows image (not built in).

#### Sample custom image
# -----
#
```

ASCII Art Hangman for Kids

Instead of built in images a word list can use a
custom image. Lines starting with '|' are interpreted
as image-lines. Delete '#' in the following lines to
try out this feature.

#:traditional-rewarding

```
#|  _____  
#|  |      |  
#|  |      0  
#|  |     /|\\  
#|  |      |  
#|  |     / \\  
#|_||_____  
#||      |_____  
#||_____||
```
