

How to Use the Hangman Application on your Phone

About Hangman

Hangman allows the user to practice writing Braille letters using V-Braille. The smartphone randomly selects a word of a given length, and the user has to guess what letters are in the word (with only nine chances to incorrectly guess a letter). The player must input her letters in V-Braille. It is an application suitable for blind, low-vision and sighted users who wish to practice writing Braille letters.

Running the Program

- 1) Start the application by selecting the Hangman application from your phone's application menu.
- 2) Hold the phone vertically (in Portrait orientation) with the buttons at the bottom.
- 3) The first time you play, you will be presented with a screen with the hangman icon as the dictionary (containing the words that the phone will select from while playing hangman) is downloading. The phone will tell you when the dictionary has downloaded, and you will automatically move to the main menu screen
- 4) On the main menu, some brief instructions for how to use the menu are spoken, and you can choose the length of the word you would like to play. In order to make the selection, touch and drag your finger down the screen to hear the options and then double tap anywhere on the screen to select the last heard option.
- 5) After selecting the length of word that you would like to use, you will move on to the current game menu. Once again to make selections from this menu, touch and drag your finger down the screen to hear the options and then double tap anywhere on the screen to select the last heard option. The options you can choose from are: **Word**, **Trials Left**, **Guessed Letters**, **Enter Letter** and **Instructions**.
- 6) If you select **Instructions**, the phone will read some brief instructions about how to navigate through the menu and the enter letter screens.
- 7) If you select **Word**, the phone will spell out the word with blanks for the letters that you have not guessed yet (initially all letters in the word will be blanks).
- 8) If you select **Trials Left**, the phone will tell you the number of incorrect guesses you have left before you lose the game.
- 9) If you select **Enter Letter**, you will be taken to the Enter Letter screen, where you can enter a guess for a letter, swipe down with two fingers for instructions at any time. On the Enter Letter screen:
 - a. You will be presented with a screen that represents a blank Braille cell.
 - b. Pressing the back or menu buttons will take you back to the current game menu without guessing any letters.
 - c. Use your finger to navigate to the dots that should be raised -- dot numbers are spoken when touched to help you navigate to the desired dot. After you hear the number you want, double tap in that same location.

- d. The application will respond verbally that the dot has been added and the dot will begin vibrating when touched. (Note: the dot will be added in the location where the double tap occurs. The regions are fairly large so unless your finger is right on the border area between regions, you should be able to add dots accurately to the dot number last spoken.)
 - e. If you need to remove a dot, navigate to it and double tap. Again the application will respond that the dot has been removed and the dot will no longer vibrate when touched.
 - f. Alternatively, you can raise or lower dots using the numbers 1 - 6 on the phone's keypad.
 - g. When you are finished entering the dots in the current letter, swipe with two fingers to the left or right to find out if you entered a letter which is in the word.
 - h. If you did not correctly enter a Braille symbol, the phone will tell you and you will once again be given a blank Braille cell.
 - i. If the letter is not in the word, you will be taken back to the current game screen, and the phone will tell you the number of incorrect guesses you have left.
 - j. If the letter is in the word, you will be taken back to the current game screen, and the phone will spell out the word with blanks for the unguessed letters.
- 10) To exit the application, press the **Back** button repeatedly (through the current game screen, main menu screen and loading dictionary screen), or press the **Home** button (If you exit using the **Home** button, you will be taken back to the current game when you restart the application).