NAME
hangman - irccd hangman plugin

DESCRIPTION
The **hangman** plugin lets you play the hangman game on IRC.

INSTALLATION
The plugin **hangman** is distributed with irccd. To enable it add the following to your plugins section:

[plugins]
hangman = ""

USAGE
The **hangman** plugin starts when a user execute its special command with no arguments.

markand: !hangman
irccd: markand, the game is started, the word to find is: _ _ _ _ _ _ _ _ _ _ _

If a game is already running, the same command shows the current word.

markand: !hangman
irccd: markand, the game is already running and the word is: s _ _,

There are two ways for proposing a response to the game. You can either just ask for a letter or for a whole word.

By letter
When asking a letter, the message must be one letter.

markand: c
irccd: markand, nice! the word is now c _ _ _ _
jean: k
irccd: jean, there is no 'k'.

By full word
When asking by a word, just put one word as command argument. Note that in contrast to the letter proposal we have used command invocation rather than normal message to avoid possible propositions by mistake.

markand: !hangman couch

   irccd: markand, this is not the word.

   jean: !hangman candy

   irccd: jean, congratulations, the word is candy.

CONFIGURATION

  The following options are available under the *[plugin.hangman]* section:

file (string)	The path to the database file.
	The file must contains one word per line, it must be saved as UTF-8 and words must only contains UTF-8 characters, any other entry will be ignored.
	Example:

        sky
        irccd
        FreeBSD
        door
        cat

collaborative (bool)	Set to true to enable collaborative mode, a player can't propose two consecutives proposals (Optional, default: true).

TEMPLATES

  The **hangman** plugin supports the following templates in *[templates.hangman]* section:

asked	When a letter has been already asked but present in the word. Keywords: *letter*.
dead	When the man was hung. Keywords: *word*.
found	When a correct letter has been placed. Keywords: *word*.
running	When a game is requested but it's already running. Keywords: *word*.
start	When the game starts. Keywords: *word*.
win	When the game succeeded. Keywords: *word*.

wrong-word	When a word proposal is wrong. Keywords: *word*.
wrong-letter	When a letter proposal is wrong. Keywords: *letter*.

All templates support the following standard keywords: *channel*, *command*, *nickname*, *origin*, *plugin*, *server*.

EXAMPLES
Example of configuration file:

```
[plugin.hangman]
file = "/var/srv/db/words.txt"

[templates.hangman]
win = "nice job, the word was #{word}!"
wrong-letter = "please try again, there is no #{letter}"
```

SEE ALSO
irccd(1), irccd-templates(7)