

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
```

ircdd: markand, this is not the word.
jean: !hangman candy
ircdd: jean, congratulations, the word is candy.

CONFIGURATION

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

| | |
|-----------------------------|---|
| <i>file</i> (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 ircdd FreeBSD door cat |
| <i>collaborative</i> (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:

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

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)