

Hangman - Requirement

1. Introduction

The purpose of the assignment is for you to demonstrate that you master the basic structural elements sequence, selection, iteration, lists, strings and functions of the programming language Python. You also need to use variables, operators for comparisons and use some standard functions handling input and output. You are encouraged to divide your code into small function blocks. Always document your functions with a docstring according to PEP8. If the code is written in a good way, it will not need many additional comments.

2. Task: Hangman Game

The task is to implement a game where one person is playing against the computer that is an implementation of the word game we call **Hangman**. The player should **guess the letters included in a secret word** known only by the computer.

- Rules:
 - The word should be randomized from a list of words consisting of at least 10 different words (strings).
 - The player gets to guess a letter in the word, alternatively guess the whole word, by input to the terminal.
 - The program should respond whether the guess is correct or not, and where the so far correctly guessed letters are placed in the word.
 - If the same letter is present in different places in the secret word, all those places should be filled in after the guess.
- Lost or Won:
 - The player is to guess wrongly at most five times. If the player takes a wrong guess a sixth time, the game should end and print that the player lost.
 - If all letters are correctly revealed, the game should end, and print that the player won.

☀ Hint! Use a list to keep track of **how close to the solution the player has come so far**. Initialize the elements of the places corresponding to the letters of the secret word to a

symbol that is not a letter, for example '*'. Every time a correct guess is taken, exchange '*' with the correct letter in the list.