|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Variable name** | **Scope(local/global)** | **Data type** | **Indented structure (list/arrays)** | **Parameters** | **Arguments** | **Where it comes from** | **Detail** |
| random\_word(unjoins\_word) | - | Module | - | unjoins\_word | unjoins\_word | Users input in main function | Returns a random word from a list in \_ \_ form |
| list\_of\_words[] | Local | List | List |  |  | Creators input | Skyline, detonator, believable, bridge, apple, playground, daisy, zombie, graveyard, binocular, mountain, analyse, jazz, abomination, paralysed, hallucination, arrogant, horizon, vinyl  hibernation, collarbone, diamond, bamboo, echo, charismatic, oxygen, pixel, wave, wizard, kayak, banjo, kiwifruit, pneumonia, puppy, walkway, fox |
| chosen\_word | Global | String | - | - | - | Random word from words | Using the import random function to get a work from word list. |
| guessed\_word[] | Global | List | List | - | - | Chosen\_word | This will contain the length of chosen\_word, will be returned to main program. |
| unjoins\_word | Global | String | - | - | - | guess\_word | This will be used with .join to separate the \_ in guess\_word |
|  |  |  |  |  |  |  |  |
| users\_guess(already\_guessed) | - | Module | - | already\_guessed | already\_guessed | Creator input | This module will be used to check if the users input is alright. e.g. a letter, 1 letter and they haven't already guessed it. |
| guess | Local | Boolean | - | - | - | Creator input | = to True, used to stop a while true loop |
| players\_guesses | Global | String | - | - | - | Users input | Will be used in guess module, as try and except to prevent from incorrect inputs. |
|  |  |  |  |  |  |  |  |
| display(players\_attempts) | - | Module | - | players\_attempts | players\_attempts | Creators input | This sees if the users\_guess is in chosen\_word, and displays output based on this |
| players\_attempts | Global | Integer | - | - | - | Creator input | Total of 10, will decrease if users guess is not within chosen\_word |
| repeat | Local | Boolean | - | - | - | Creators input | Used instead of break, when the user guesses the word |
|  |  |  |  |  |  |  |  |
| alphabet [] | Global | List | List | - | - | Creator input | List of the alphabet used to ensure the users input is a letter |
| already\_guessed[] | Global | List | List | - | - | Creator input | This is an empty list, will be filled with users guesses and used with in the guess module. |
| HANGMAN\_SYMBOLS[] | Global | List | List | - | - | Creator input | List fill with hangman picture, as a visual representation of hangman. |
| unjoins\_word | Global | String | - | - | - | Creator input | Equal to nothing will be the random word when used in the module |
| replay | Local | Int | - | - | - | Creator input | Used to end a while loop, will replay game if users input is yes. Equal to 4 will replay the game 3 times then it will stop |
| play\_again | Global | String | - | - | - | Users input | Asks users if they want to play again, ends game if no |
| user\_name | Global | String |  | - | - | Users input | Needed to welcome player |
|  |  |  |  |  |  |  |  |