**VIRTUAL VOICE ASSISTANCE PROJECT**

**Problem Statement :**  Hangman is a popular word guessing game where the player attempts to build a missing word by guessing one letter at a time. After a certain number of incorrect guesses, the game ends and the player loses. The game also ends if the player correctly identifies all the letters of the missing word.

**Requirements:**

This requires the following hardware :

Pentium(R) 4 CPU 2.26 GHz, 128 MB RAM Screen resolution

of at least 800 x 600 required for proper and complete viewing

of screens. Higher resolution would not be a problem. CD

ROM Driver.

Software Interfaces :

Any window-based operating system (Windows

95/98/2000/XP/NT) WordPad or Microsoft Word

**Technologies Used :**

Language : python

**Project Description :**

We will create an application that plays a hangman game. In case you are not familiar with the hangman game, here is

how it is played. A puzzle category is provided and a series of blank spaces are given to the player in order to guess

letters to solve the puzzle. We will not concern ourselves with creating the visual of the “hangman”. We will just allow

the user 5 guesses in order to get the puzzle correct.

You should make sure that your program accounts for a user entering duplicate letters. This is not an incorrect guess.

You should display a message informing them that they already tried that letter, pick a different letter. You should

convert all letters to capital letters and all categories and puzzles should be located in a text file that you read

**Challenges Faced:**

While implementing the code , the function had the speed issue (taking time to recognise and then implement the command).

**Conclusion:**

The project was successfully implemented .