***FINAL PROJECT***

IMPORT random module

IMPORT string module

IMPORT color output library (colorama)

DEFINE list of words

DEFINE dictionary of hangman visuals based on number of lives left

LOOP:

SELECT a random word from the list

CONVERT word to uppercase

IF word contains '-' OR space:

CONTINUE loop

ELSE:

RETURN the valid word

FOR each letter in current\_word:

IF letter is in used\_letters:

SHOW letter

ELSE:

SHOW underscore (\_)

PRINT the current display of the word

SET word = get\_random\_word(words) SET word\_letters = set of unique letters in word SET used\_letters = empty set SET lives = 6 SET score = dictionary with "wins" = 0, "losses" = 0

PRINT welcome message

WHILE lives > 0 AND word\_letters is not empty: DISPLAY hangman visual based on current lives PRINT number of lives left PRINT letters guessed so far CALL display\_word(word, used\_letters)

ASK user for input (guess letter)  
CONVERT guess to uppercase  
  
IF guess is not a single character:  
 PRINT error message  
ELSE IF guess is a valid letter (A-Z):  
 IF guess has already been used:  
 PRINT already guessed message  
 ELSE IF guess is in word\_letters:  
 REMOVE guess from word\_letters  
 ADD guess to used\_letters  
 ELSE:  
 DECREMENT lives by 1  
 ADD guess to used\_letters  
 PRINT incorrect guess message in red  
ELSE:  
 PRINT invalid input message

IF lives > 0: PRINT congratulatory message in green INCREMENT score["wins"] ELSE: PRINT game over message and reveal word INCREMENT score["losses"]

PRINT final score

ASK user if they want to play again (yes/no)

RETURN True if input is "yes", otherwise False

IF this script is the main program:

LOOP:

CALL hangman()

IF NOT play\_again():

PRINT goodbye message

EXIT loop