**Bugs/Limitations:**

1. Our project does not currently have any bugs and all functions and general functionality are working as intended.

2. Our group faced no limitations as we were able to include all features mentioned in the final project proposal

**Potential future extensions:**

A potential future extension is to make the game graphical. Instead of printing the hangman state in the terminal, we would like to bring the game to life with pygame and adding a background and the actual hang man itself with colors which would bring the game to life.

A menu screen when you launch the game that would display a backdrop, the game title and general scenery. As well as host buttons to allow players to pick between different game modes other than the classic hangman.

Additionally, after porting the game into pygame, creating different game modes would be the next step. Two types of game modes already in mind are a timed game mode in which you have to guess the word within a certain time frame, as well as a speed challenge game mode in which the player is timed based on how fast they complete an x amount of given words.

**References:**

https://www.w3schools.com/python/ref\_random\_choice.asp - **Used to get a random word from given list.**

https://www.youtube.com/watch?v=dQqrU56zCX8 - **Used to understand how to get a word instead of a letter based on an index from the text file of words.**

OOP Slides Part 1.pdf provided by professor - **Used to refresh our minds on classes and utilizing them**

https://ocw.mit.edu/courses/6-189-a-gentle-introduction-to-programming-using-python-january-iap-2011/ceced678ef8c0abd22ee3ad35d6001da\_words.txt - **File containing random words**