

Hangman Planning Worksheet

We're ready to write our third game! (Can you believe it?!) Fully [review the requirements](#) in the Hangman rubric. When you write your code, make sure you meet all the requirements of the rubric before you get too advanced.

Part of programming is breaking down a problem into smaller pieces that you can solve separately. You then combine these smaller pieces into larger components until you have the whole program put together. You did this with Pong, and now we want you show that you know how to use lists and custom blocks together in this assignment.

Use this planning worksheet to help design your code BEFORE you start writing. Read over **all** the requirements in the left column. Take a few minutes to think before filling out the rest of the worksheet. The first row is an example.

Game component	Variable(s) involved	How do variables change?	What could be tricky?	Pseudocode
Computer randomly chooses a secret word	word list secret word	secret word updated	Make word list using the instructions provided	w = random from 1 to length of word list set secret word to item w of word list
Host repeatedly asks for a letter and announces whether that letter is in the secret word				
Assistant displays the correct secret word status after each guess				
Player loses a chance and a piece of the Hangman appears				

when a guess is incorrect				
Host informs player when he or she guesses a letter that has already been guessed; player does not lose a chance				
Game ends with player victory if the entire secret word is guessed				
Game ends with player defeat if the player runs out of chances				
Secret word is revealed when game ends				