

# Study break @ HSG

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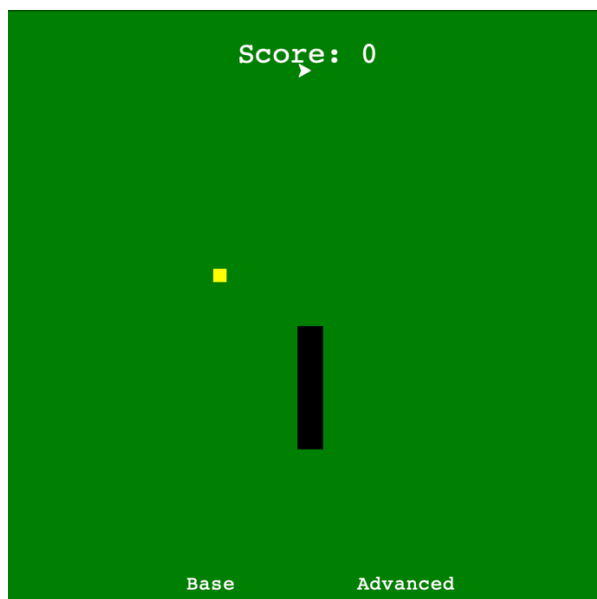
## Group project

The program is a collection of three games implemented using the turtle module in Python. The player chooses from an initial interface which game to play.

```
Welcome to the Game Selection!  
1. Game 1: Snake  
2. Game 2: Hangman  
3. Game 3: Tic-Tac-Toe - 1 vs 1  
Enter the number of the game you want to play: 1
```

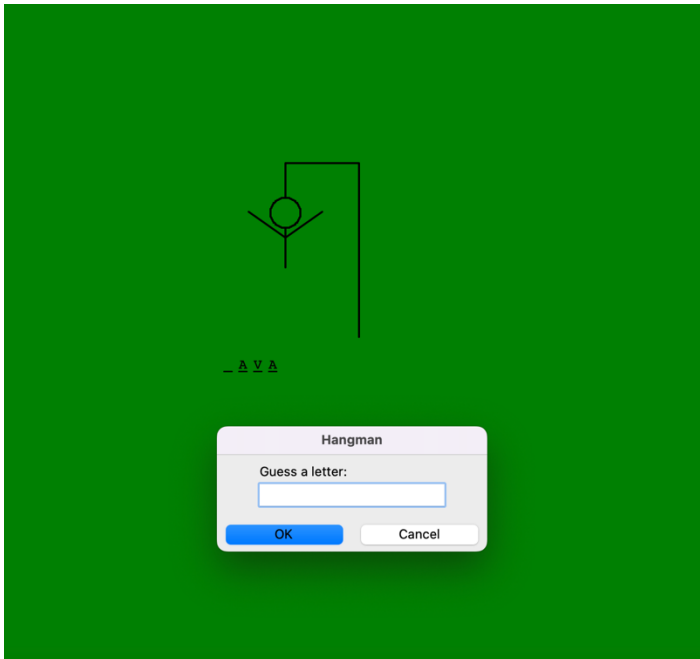
## Game 1: *Snake*

This game is a classic snake game where the player controls a snake using the arrow keys and tries to eat food to grow longer. The snake must avoid colliding with its own body or the game ends. The player may select two different levels of difficulty for this game: base or advanced.



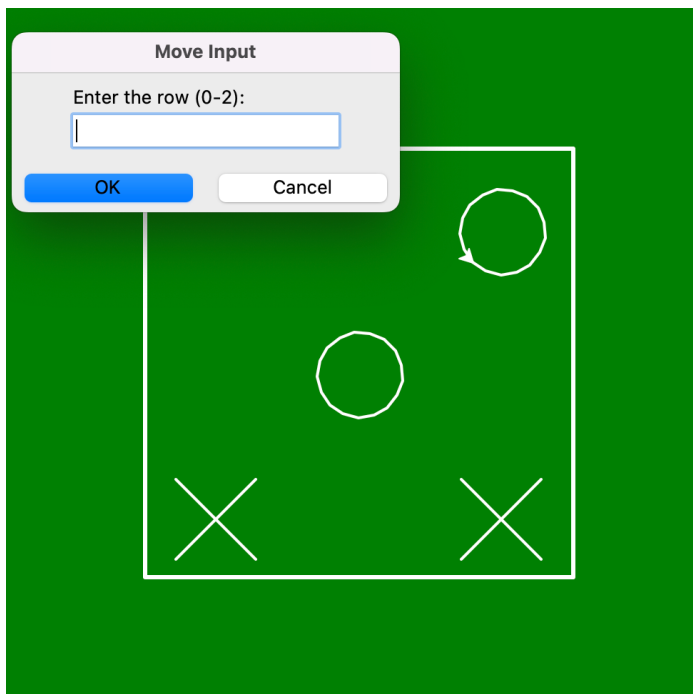
## Game 2: *Hangman*

In this game, the player has to guess a word by entering letters. The player has six chances to guess the word correctly. For each wrong guess, a part of a hangman figure is drawn. If the players guess the word correctly within the allowed number of guesses, they win.



### Game 3: *Tic-Tac-Toe*

This game is a two-player implementation of the tic-tac-toe game. The players take turns marking X or O on a 3x3 grid, aiming to get three of their marks in a row, column, or diagonal. The game ends when one of the players achieves this or the board is full without a winner.



Each game has its own set of functions and variables to handle the game logic, drawing on the turtle canvas, and user input. The turtle module is used to create the game interface and draw shapes on the screen. The games are played within a turtle graphics window, and the player interacts with the games using keyboard inputs or mouse clicks.