Hangman Game

→Project Overview:-

The Hangman Game project is a simple and interactive Python application that allows users to play the classic word-guessing game, Hangman. The game provides a random word along with a clue, and the player must guess the word one letter at a time. The game tracks wrong guesses and displays a progressively complete hangman figure with each incorrect guess.

→Features:-

- **Random Word Selection**: The game selects a random word from a predefined dictionary along with its corresponding clue.
- **Clue Display**: A clue related to the selected word is provided to assist the player.
- **Word State Display**: The current state of the word is displayed, showing correctly guessed letters and placeholders for unguessed letters.
- **Hangman Figure Display**: The game visually represents the hangman figure, progressing with each wrong guess.
- **Guess Validation**: The game validates each guessed letter, informing the player if the guess is correct, incorrect, or already guessed.
- **Win/Lose Conditions**: The game announces a win if the player guesses the word correctly within the allowed attempts, or a loss if the player exceeds the maximum number of wrong guesses.

→Code Structure:-

- **Dictionary of Words and Clues**: A predefined dictionary `WORD_CLUES` contains words and their respective clues.
- **Functions**:

  - `print_word_state(word, guessed_letters)`: Displays the current state of the word being guessed.
  - `print_hangman(tries)`: Displays the hangman figure based on the number of wrong guesses.
  - `play_hangman()`: The main function that runs the game logic.

- **Game Loop**: The game loop handles user input, validates guesses, updates the word state and hangman figure, and checks win/lose conditions.

→Implementation Snippets:-