

INTRODUCTION

This Python program is a game designed after the popular “HANGMAN” game. The program mainly deals with two parts; one for the administration of the game and the other for the users to play the game.

The password-protected ‘Administrator’ option allows the administrator to modify the list of words used as the source to provide the user with a word while playing the game. An administrator may add a new word to the list or delete one.

The ‘New Game’ option allows the player to play the game as many times as he/she wants until they choose the ‘Quit’ option. The player starts guessing the word letter-by-letter. The player is allowed a maximum of 7 mistakes crossing which the game is over. The player loses a point for each wrong guess and is awarded points on rightly guessing the word. The scoreboard is displayed along with each user’s ranking after each game.

The program uses variables, strings, print and if-else statements, for and while loops, lists and some built-in functions.

HEADER FILES AND BUILT-IN FUNCTIONS

The header file used in this program is the random module. The random module has been imported so that a word can be chosen at random using the `random.choice(list)` function from the word-list for the player to play with.

The built-in functions used in the program are:

- `len()`
- `list()`
- `list.append()`
- `list.pop()`
- `list.index()`
- `format()`