The hangman game

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Project idea: The hangman game

- The player tries to guess a random word one letter at a time.

- Correct guesses reveal the letter in the word, while incorrect ones reduce the remaining attempts.

- The game ends when the word is guessed, or the player runs out of attempts.

Features:

- **Random Word Selection:** Ensures the game is unpredictable.

- **Progress Display:** Shows guessed letters and blanks for remaining ones.

- **Customizable Words:** Players can modify the word list.

Algorithm Used:

- **Random Selection:** Picks a random word from the list.

- **Letter Matching:** Checks if guessed letters are in the word.

- **Winning Check:** Verifies if all letters have been guessed.

Similar Workdone In That Domain

- **Wordle:** Guess a daily 5-letter word in 6 tries.
- **Crossword Puzzles:** Solve word grids using clues.
- **Spelling Bee:** Form words from a set of letters

Why Choose This Project?

- **Simple and Fun:** Easy to play and understand.

- **Educational:** Improves spelling and logic.

- **Customizable:** Can be adapted to different themes and difficulty levels.

- **Beginner-Friendly:** A great project to learn Python and algorithms.

Conclusion:

- Hangman is a classic game that combines fun and learning.
- It is an excellent project to practice programming and engage users in an interactive way.