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| Item | Type | Format | Description | Example | Validation |
| clock | pygame.time.clock |  | Clock to control the loop rate |  |  |
| loopRate | integer | nn | Sets the maximum loop rate | 60 | n/a |
| SCREENWIDTH | integer | nnn | Width of the playing screen in pixels | 768 |  |
| SCREENHEIGHT | integer | nnnn | Height of the playing screen in pixels | 1024 |  |
| SCREENSIZE | array of integers | [nn,nn] | Holds variables SCREENWIDTH and SCREENHEIGHT |  |  |
| screen | pygame.display |  | Display screen for the main game |  |  |
| DEFAULT\_TEXT\_SIZE | integer | nn | Default size of text in pixels when rendering for display | 48 |  |
| white | array of integers | [rrr,ggg,bbb] | Define the colour white in RBG 256 format | [255,255,255] | Integers must be between 0 and 255 |

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| Item | Type | Format | Description | Example | Validation |
| hangArray | array | [“”” ……..  “””] | Hold the text picture of hangman |  | Equals attempts |
| levelInput | input | “……… “ | Welcomes the player and asks them to choose a level |  |  |
| level | .lower | “aaaaa” | Lowers the case of letters to appease case sensitivity | AAAA to aaaa | All letters are in lower case |
| wordArray | array | [aaaa…,aaaa…] | List of words to choose from | [fish,leap,seen] |  |
| word | random.choice |  | Chooses random word from wordArray | [fish,leap,seen]  To “fish” | Word is in wordArray |
| letterDisplay | array | [] | Starts variable for display of the letters guessed | [a,e,b,h,r] | guess is in letterDisplay |
| letterUsed | array | [] | Start variable to hold letters that have been used to then add it to letterDisplay | [a] | Guess is in letterUsed |
| endWord | array | [] | Starts variable for what has been guessed so far in the word | [a \_ p p \_ \_] |  |
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