**Final Project Plan**

For my project, I plan to create the game Hangman, a simple traditional word-guessing game played by two or more players. One player thinks of a word and the other players attempt to guess the word by suggesting letters one at a time. The word is

represented by a series of dashes, each dash representing a letter in the word. The guessing

players must correctly guess all the letters in the word to win.

Each time a player suggests a letter that is not in the word, a part of a **“hangman”** figure is

drawn. This is typically represented as gallows and stick figure. The players lose the game if

the entire hangman is drawn before the players are able to correctly guess the word. This is

typically, 6 guesses.

In my case the player will be playing against the computer and a random word generator. The

computer will generate a random word from a list provided. The player will have 6 guesses to

guess the word or the computer wins. Each wrong guess will lead to a part of the **“hangman”**

being drawn.