

Project 6: Hangman Game

Description

This project is a Hangman game implementation where the player guesses letters to reveal a hidden word. The player has a limited number of lives and loses one life for each incorrect guess. The game displays the current state of the word, provides feedback on incorrect guesses, and shows a visual representation of remaining lives.

Key Technologies

- **Python:** Used for implementing the game logic, handling user input, and managing game state.
- **Random Module:** Utilized to randomly select a word from the word list.
- **Custom Modules:**
 - **hangman_art:** Contains visual elements for the game, such as the hangman stages and logo.
 - **hangman_word:** Provides a list of words from which a random word is chosen.
- **Concepts Covered:** String manipulation, list operations, and user input handling.
- **Unique Features:** Displays the current state of the word, tracks incorrect guesses with visual feedback, and manages game progress with a life counter.