

My game is just a simple hangman game using some of the vocab words we've learned so far.

I created a file that would contain the list of words as well as a function that would return a random word from the list. On the main file, the word is converted into a list of characters, and a second list is created just made up of underscores at the same length as the first list. Another file was made to contain the strings for the different steps on the hangman's progression, and has a function to print the correct strings according to the number of wrong answers given. The main body repeatedly calls a display function to display the hangman and the word and checks to see if the last guess was in the true word. If it is, then that character gets taken out of the true word and added into the displayed word.

I learned I can whip up a decent little game in a couple hours. I wish I spent more time on it to make it more complex but I didn't schedule time to work on it properly. If I come back to it I'd like to make it an unlosable game with a much larger word list.

