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January 23, 2018

1.5.2

During this lesson, we decided to create our GUI for the game we made at "code day". This was our hangman game. The first step to doing this was creating the actual GUI. We started out by making multiple buttons and arranging them on screen. Then we added a title and changed the fonts and sizes by specifying them in the parameters for the button. After that we wanted to make a background so our GUI would not look as ugly. To do this we created multiple boxes, each filled with a different color. To find out the locations of the boxes we looked at the graph. This took us a couple of tries, but we eventually figured out the exact numbers needed. Now that we had a cool GUI, we had to link it up to our hangman game. The first difficulty we had while doing this was that we wrote the program in cloud 9 originally, but we were now working in pycharm. When we copied the program over, it didn't work. It turns out that we had to convert on string into an integer to make it possible for the computer to compare 2 values. We were also getting the "Term environment variable not set" error. To solve this issue, we had to look online and had to change our run configurations and then it worked. Lastly we wanted to add a random number generator. In cloud 9, the random function does not work, so to play our game, the user had to pick a number, that corresponds to the word in a list, and then the user would play with that list. Now, the computer randomly takes a word out of the list of numbers, which eliminates this step. Overall, we are very happy with our final product.

We were having some issues linking our project with git. This is the reason we don't have version control. We did create a repository for our issues though, that we shared with you. The link will be on schoology and in this document. Also, this document can be found in github along with the code.

The link to github: https://github.com/BenKrueger02/Hangman-with-GUI