**Words used to check different scenarios:**

**pretty** – word used to check double word functioning and check the case where the same letter is input more than once.

A screenshot of a computer

Description automatically generatedA screenshot of a computer game

Description automatically generated

Successfully passed the test of raising error after input equal to a letter in the used letters after change:

I just added a if-else statement to determine if the letter was already in the list of used words, if so, an error would be raised.

Successfully passed the test of double words after change:

The problems was the assignments of key/value pair in dictionary.

Key: letter / value: tkinter label.

I changed to key: tkinter label / value: letter

A screenshot of a computer

Description automatically generatedOffice – word used to check input validation

A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated

Successfully passed the test of input not being a letter after change.

I added an if statement to check if the input is a letter. If not, an error message would appear.

Successfully passed the test of double letters in input after change.

I added an if statement to check if the input is greater than 1. If so, an error message would appear.

Successfully passed the test after player loses.

After the user lose, I disabled the button. Because I did it, I had to remove the bind () of the input area to be able to disable the player to guess a letter after they lost.