Visual Graphic Hangman

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Lead Team Member

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Project Proposal

Our group would like to recreate Hangman with Python. The game will use Turtle graphics to represent the man, adding limbs for each missed letter. The game will feature two modes, single player and two-player. For single player, the program will choose a random word from a text file. For two-player, the second player will choose the word. The word will initially be presented as underscores (_) beneath the man, filling in as correct characters are guessed. Each guessed letter will be displayed on the side. User input will be achieved through the terminal, will be non-case-sensitive, and have error checking if the letter has been entered already or if the user enters multiple characters. The game will finish when the player either a) runs out of guesses, or b) gets all of the characters in the word. Afterwards, the game will restart by asking which mode it will be played in.

Workload Distribution

Camron's responsibilities will include game setup. This includes implementing a random word chooser using a file and ensuring the second player chooses a valid word (if applicable).

Haley will design the mechanics to track the characters and test them against the selected word. She will determine how the game is won, and what should be displayed with Turtle.

Cody is tasked with creating the Graphical User Interface. He will write the code to display and update the hangman, show each correct character below, and display each guessed character on the side of the screen.