Project 1: Hangman Game

In this lesson, you will apply the programming concepts you have learned so far to build the most popular word guessing game, "Hangman."
We'll cover the following

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- Introduction
- How to play Hangman?
- Coding exercise

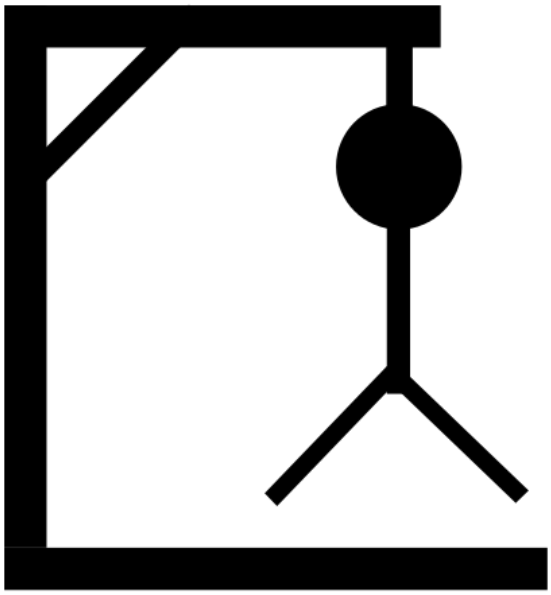
Introduction

Hangman is one of the most famous word guessing games. The purpose of the game is to improve the player's vocabulary.

How to play Hangman?

In this game:

- You are shown a number of blank lines representing a secret word, and you have to reveal the secret word by guessing letters correctly.
- You can guess one letter at a time, and the game terminates after a certain number of incorrect guesses.
- If you guess the letter that is present in the secret word, that letter is revealed in place of the blank.
- If you guess the wrong letter, you lose one try, and some part of a person is drawn on the gallows.
- After a certain number of incorrect guesses, a person will be hanged on the gallows, and the game is over.
- If you guess all the letters in the secret word before the man is hanged completely, you win!!



Hangman

Coding exercise

To solve this project, you must know the basics of arrays, strings, loops, conditional statements, and functions.

Before diving directly into the solution, first, try to solve it yourself. We won't check if your code is correct or not. If you get stuck, you can always see the given solution.

Good Luck! 👍

```
#include <iostream>

using namespace std;

int main() {

  cout << "Hello World";

}
```

Let's go over the solution review of this exercise in the upcoming lesson.