



PRE-POOL

DAY 09



PRE-POOL



Hack The Box

In addition to the tasks below, we encourage you to discover the [Hack The Box Academy](#). Try to go as far as possible!
Work on it as soon as you have a bit of time, or whenever you need a break in you day!



This day is dedicated to improve your hangman program.
You should reuse your previously written program or rewrite it from scratch if necessary.

Random word

Add a filename as argument to your hangman program so that the word to be guessed is taken randomly from this file.



Each line of the file should contain one and only one word, but obviously, you should handle any unexpected file format (or missing file or whatever).

```
Terminal
T-PRE-500> $> python3 hangman.py my_wordlist.txt
...
$> python3 hangman.py my_other_wordlist.txt
...
$> python3 hangman.py
Error: missing argument
$>
```



Standard error output...

Best score

When ending a game, if the best score is broken, add a new line into a `best_scores` file with at least the date and the number of attempts.

Also write on the standard output:

Best ever!!! You've guessed "<word>" in <X> attempts.

If the best score is not beaten, write:

You've guessed "<word>" in <X> attempts. The record is <Y> attempts.



GUI

Implement a graphical version of your game.
You can design it freely, and get inspiration from Internet.



You may want to reuse what you've made during the previous day for this task



CHALLENGE

Make your program unbreakable.

Ask a maximum people around you to try and get a bug from your program.



This is beta testing, and this phase is necessary before delivering a program.

CHALLENGE



Going further

Customize your program to add some nice and valuable features:

- ✓ a timer ;
- ✓ when no file is given as parameter, the word is randomly taken from a word API (such as [Random Word API](#)) ;
- ✓ graphics to display success rates, occurrences of proposed letters,... ;
- ✓ levels of difficulty based on the word characteristics ;
- ✓ and much more !





{EPITECH}
LEARN DIFFERENT*