

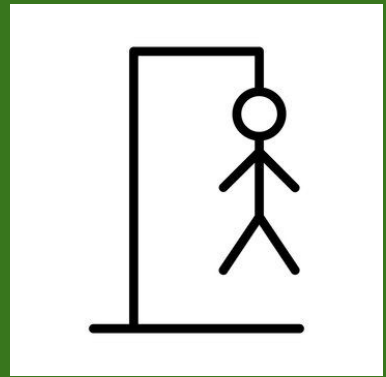
H a _ g m a _ game

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Bootcamp Q4 22

Agenda

	time
1. Game description & play	4'
2. Challenges we faced	1'
3. Next steps improvements	1'
4. Takeaways	1'

1. Ha_gma_ game



- _ Guessing game for two or more players
- _ _One player thinks of a word or sentence
- _ _ _the other guess the word or sentence given a lim. # guesses

** Fun fact *invented in 1894 by Alice Gomme, then called " Birds, Beasts and Fishes*

2.Challenges faced

- _Functions not stored as variables
- _Matching user input with randomly created word
- - _Loops breaking

3.Next steps improvement

- _ giving a clue to player input
- _ _ boarding score with scores and players name
- _ _ _ different levels of difficulty, such a sentence

4. Takeaways

- _ One problem = 1 function
- _ _ follow a structure
- _ _ _ start with a winning function
- _ _ _ _ indentation
- _ _ _ _ _ over loops

I H A N K S!

