```python
#importing the time module
import time


#welcoming the user
name = input("What is your name? ")


print ("Hello, " + name, "Time to play hangman!")


#wait for 1 second
time.sleep(1)


print ("Start guessing...")
#wait for 05sec
time.sleep(0.5)


#here we set the word synchronise.
word = ("synchronise")


#creates an variable with an empty value
guesses = ''
turns = 10
```

```python
#create a while loop
while turns > 0:


   failed = 0

  for char in word:


     if char in guesses:

     # print then out the character
        print (char,end=""),


     else:

     # if not found, print a dash
        print ("_",end=""),

     # and increase the failed counter with one
        failed += 1


  # if failed is equal to zero


  if failed == 0:
     #print you won
```

```python
    print (" You won ")
# exit the script
    exit()
# ask the user go guess a character
guess = input("guess a character:")


# set the players guess to guesses
guesses += guess


# if the guess is not found in the synchronise  word
if guess not in word:

 # turns counter decreases with 1
    turns -= 1

# print wrong
    print ("Wrong")

# how many turns are left
    print ("You have", + turns, 'more guesses' )

# if the turns are equal to zero
    if turns == 0:

    # print "You Lose"
        print ("You Lose"  )
```