

HANGMAN 2.0

by: Vishnu Sai Sankeerth, Oormila Ghantasala, Aravind Reddy.

The popular Hangman pen & paper game has been implemented in GUI with Python Tkinter library.

The game consists of one player giving a word unknown to other player and asking him to guess it. Here the role of the first player is taken by the computer. Then as the player guesses the word based on number of letters in the word, each successful attempt makes the letter to be revealed, however if the player fails to do so and makes a wrong guess, a part of the hangman figure is drawn, one after the other. The number of chances given to the user depends on the number of steps in drawing hangman. If the player fails to guess the word in his limited number of chances, he fails.

Game plan:

The game consists of a greeting window which welcomes the player to the game, the next stage is Level window in which player has to choose level and genre which he prefers. There is another window at this stage which pops up when user tries to play the game without choosing level and genre

Next is the main game window, users' inputs are taken from keyboard, a guess is successful if the letter guessed is a part of the word given by the computer. on each successful guess, the letter guessed is revealed behind the dashes. For each unsuccessful attempt to guess, a part of hangman is drawn and his number of chances to guess decreases by one. This doesn't happen if the guess is correct.

All the letters guessed are shown in a window and letters once guessed can't be attempted again. After the game completes by either loss or win of the player, a game-over window is shown which informs the player of the game and the word which is given to him. Here he has three options to play the game again with the same level and genre or to start over again. The last option is to quit the game.

Game Implementation:

The game has been implemented in three modules. The first module `hangman.py` starts the game and the first two stages are implemented in this module. Then is `loading.py` module which shows the user loading animation while processing takes place. The third module is the core game module named `play.py` it has implementations of the third stage which is the hangman game. This module also has implementations of game-over window.

There is also a folder along with the modules, which contains different resources required for the game.

You can watch the hangman game playing below:



https://www.youtube.com/watch?v=eao_5Vve0P0