MINI-PROJECT REPORT

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**MINI-PROJECT TITLE** : HANGMAN – GUESS THE WORD GAME USING PYTHON 3.7.0

**INTRODUCTION**: THE WORD TO GUESS IS REPRESENTED BY A ROW OF DASHES, REPRESENTING EACH LETTER OF THE WORD. IN MOST VARIANTS, PROPER NOUNS, SUCH AS NAMES, PLACES, AND BRANDS, ARE NOT ALLOWED. SLANG WORDS, SOMETIMES REFERRED TO AS INFORMAL OR SHORTENED WORDS, ARE ALSO NOT ALLOWED. IF THE GUESSING PLAYER SUGGESTS A LETTER WHICH OCCURS IN THE WORD, THE OTHER PLAYER WRITES IT IN ALL ITS CORRECT POSITIONS. IF THE SUGGESTED LETTER OR NUMBER DOES NOT OCCUR IN THE WORD, THE OTHER PLAYER DRAWS HANGED MAN STICK FIGURE.

**IMPLEMENTATION** :

I HAVE IMPLEMENTED A MINI-PROJECT ON HANGMAN GAME WITH FOLLOWING,

* THE USER NEEDS TO BE ABLE TO INPUT ONE LETTER GUESSES EACH TIME.
* A LIMIT NEEDS TO BE SET ON HOW MANY GUESSES THEY CAN USE.
* CHECK IF THE USER HAS ACTUALLY INPUTTED A SINGLE LETTER.
* CHECK IF THE INPUTTED LETTER IS IN THE HIDDEN WORD.
* COUNTER VARIABLE TO LIMIT GUESSES.

THE PROCESS LOOKED LIKE,

* IN WHILE(INPUT != ‘END’ AND GUESSCHANCES !=0) USER HAS CHANCE TO ENTER LETTER.
* CREATED GUESSCHANCES VARIABLE WITH 20 LIMIT.
* WE CREATED REALWORD LIST WITH THE DIFFERENT WORDS, AND WE WILL USE THAT WORDS AS A CHALLENGE EACH TIME, WHEN GAME STARTS!
* WITH EVERY WRONG ATTEMPT, CHANCES OF USER WILL BE DECREASE BY 1.
* WITH EVERY CORRECT GUESS, CORRECT GUESS WILL INCREASE BY 1 FOR NEXT LETTER.
* GUESSCHANCES = GUESSCHANCES -1 WILL LIMIT THE GUESSES. (20 IS THE LIMIT)

**SPECIFICS ABOUT THE TECHNIQUES I USED:**

* IMPORTED RANDOM PACKAGE FOR RANDINT() TO DISPLAY THE RANDOM WORDS SPACES.
* EMPTY SPACES ARE AS PER THE LENGTH OF RANDOM REALWORDS.

“DISPLAYWORD = ['\_'] \* LEN(WORDS)”

* IF (CORRECTGUESS == LEN(WORDS)) = WON
* IF (GUESSCHANCES == 0)= OUT OF GUESSES, GAME OVER!
* CORRECTGUESS = CORRECTGUESS + 1 = WILL FILL THAT SPACE AND GO FOR NEXT!

**CONCLUSION:**

HENCE, USING ALL ABOVE TECHNIQUES WE SUCCESSFULLY IMPLEMENTED THE HANGMAN- GUESS THE WORD GAME IN PYTHON.