

Review Challenge Project!

Hangman

Hangman

For this lab, we will be creating the age old game of hangman using what we have learned so far. It's up to you for how you solve this problem, but things like lists and functions/methods will make this problem much easier. A solution will be posted at some point before the next meeting.



Lab

Use what you have learned to make a functioning hangman game that allows the user to keep guessing letters until they have either guessed the word, or until they have used 6 incorrect guesses.

```
e is not in the word, you've lost a life
- - - - -
+---+
|   |
0   |
    |
    |
    |
=====
Guess a letter: █
```

```
s is not in the word, you've lost a life
You lose.
- - - - a -
+---+
|   |
0   |
/|\  |
/|\  |
    |
=====
the word was: zigzag
█
```

Hints and Notes

While building and testing the code, have the program print the secret word so that you can test both winning AND losing. There are many ways to make this program, and many improvements you know how to make (display used letters, make sure repeated guesses don't count as mistakes, etc.). Feel free to implement these however you wish, this is your hangman app, you should make it to the standard you desire. You can do this, and remember to ask for help if/when needed.