

building a hangman python game

import random

from hangmanwords_basicpy import words

import string

in the list, there are words that contain spaces or "-", and it's something we can't guess normally in a hangman game. So we need to filter those words out..

def get_valid_word(words):

word = random.choice(words) # randomly chooses something from this list

while "-" in word or " " in word: # continues choosing a word until it

doesn't contain a dash/space

word = random.choice(words)

return word.upper()

def hangman():

word = get_valid_word(words)

word_letters = set(word) # keeps track of valid letters, saves all letters of a word in a set, and keeps track of it

set is an unordered list, whereas a list has ordered

alphabet = set(string.ascii_uppercase) # imports uppercase letters in alphabet

used_letters = set() # what the user has guessed

lives = 6 (introduce lives)

#getting user input

while len(word_letters) > 0 and lives > 0:

letters used

print("You have used these letters: ", " ".join(used_letters))

what current word is (i.e. W - R D)

word_list = [letter if letter in used_letters else "-" for letter in word]

pulls list from document

computer picks random

imports alphabet

step #1: find word

step #2: while the game is going...

else place

guessed letters

```
print("Current word: ", " ".join(word_list))
```

4 — puts word
back together

```
user_letter = input("Guess a letter: ").upper() # uppercase because  
case matters
```

```
if user_letter in alphabet - used_letters: # if it's a valid letter in  
the alphabet that hasn't been used yet, add it to used
```

alpha minus guessed
letters

```
used_letters.add(user_letter)
```

```
if user_letter in word_letters: # and if that guessed letter is in  
the word..
```

```
word_letters.remove(user_letter) # removes
```

```
else:
```

```
lives -= 1
```

```
print("Letter is not in word")
```

if guess hasn't been guessed yet
add to guessed

and if it's in the word
remove from word

else
remove a life

```
elif user_letter in used_letters:
```

```
print("you have already guessed that letter. Try again..")
```

if it has been guessed
let me know

```
else:
```

```
print("Invalid character. Try again")
```

else
it's probably not a valid
character

```
# gets here when (len(words_letters) > 0)
```

```
if lives == 0:
```

```
print("You died! The word is ", word)
```

```
else:
```

```
print("You guessed the word", word, "!!!")
```

ending

```
hangman()
```

R call the
function