

Python Challenge 3

Easy:

Finish the hangman program by making the program loop after every round, so the user can play and guess multiple words without having to stop the program.

Hint: use the syntax `while True:` , or create a boolean variable to decide if the game is running or not.

Medium:

Create a leaderboard system for the hangman game. This means that a player will have to enter their name whenever the program starts and scores will be stored with a username. The leaderboard can then be displayed at the end of a game.

Hint: create a separate file containing each username with a highscore attached to it. Read challenge 1 hints on file handling. You can also use a dictionary data structure to link scores to usernames.

Hard:

Add password protection to the game. This means when users enter their username, they will need to enter the corresponding password as well. If you really want to challenge yourself, store the password as an encrypted/hashed value. There are many hashing functions online that you can use.