# Hangman Game

This project is a simple Hangman game written in Python. It uses loops, condition checking, and random word selection to allow the player to guess letters and complete the hidden word before running out of chances.

## Code Explanation

1. The program starts by importing the 'random' module. This module helps in selecting a random word from the given list for each round.

2. A variable named 'keep\_playing' is initialized with 'yes'. This allows the program to repeat the game as long as the player wants to continue.

3. Inside the while loop, a list of words named 'word\_list' is defined. The program then randomly selects one word using 'random.choice' and converts it to lowercase for uniform comparison.

4. The 'guessed\_letters' list keeps track of the letters guessed by the player, and 'chances' is set to 6, meaning the player has 6 wrong attempts before losing the game.

5. The 'hangman\_stages' list contains seven strings, each representing a visual stage of the hangman drawing. After each wrong guess, the next stage is displayed.

6. A welcome message is printed to introduce the player to the game.

7. The program uses another while loop that continues until the player either guesses the word or runs out of chances. Inside this loop, the program builds and displays the current state of the word using '-' for unguessed letters.

8. The player is asked to enter a letter. The program checks if the letter was already guessed. If it is new and correct, it is added to 'guessed\_letters'. Otherwise, one chance is reduced.

9. After each wrong guess, the program prints the hangman stage showing the player’s progress and also informs how many tries are left.

10. If the player correctly guesses all letters, a success message is displayed with the full word. If all chances are used up, the program prints 'Game over' and shows the correct word.

11. After each round, the program asks the player if they want to play again. If the user types 'yes', the game restarts. Otherwise, it ends with a goodbye message.

This Hangman game demonstrates the use of Python basics such as loops, conditionals, lists, string manipulation, and user input handling. It provides an interactive experience while improving understanding of programming logic and control flow.