ONE PAGER: HANGMAN PROGRAM

The program is a Hangman game implemented using the Pygame library in Python. It starts by initialising Pygame and setting up the display window with a width of 800 pixels and a height of 600 pixels. The game window is titled "Hangman Game".

Hangman images are loaded into a list from files named "hangman0.png" to "hangman6.png". These images represent the stages of the hangman's body parts being drawn as the player makes incorrect guesses.

A list of words and hints is loaded from a file named "words.txt". Each line in the file consists of a word and its corresponding hint, separated by a colon (e.g., "apple: A fruit"). One word and hint are randomly chosen from the list for each game.

The game loop starts, and the screen is filled with a white background. The loop handles events, such as quitting the game when the window is closed.

If a key is pressed, and the game is not over or won, the program checks if the pressed key corresponds to a letter from 'A' to 'Z'. If it does, the letter is converted to uppercase, and if it hasn't been guessed before, it is added to the list of guessed letters. If the letter is not in the word, the variable "current_image" is incremented to show the next hangman image.

The hangman image corresponding to the current state is drawn on the screen at the specified position. The word to guess is displayed with blanks for unguessed letters and the correctly guessed letters. The hunt for the word is also shown.

The program checks if the game is over or won. If the hangman image reaches its final stage (current_image == 6), the game is marked as over. If all the letters in the word have been guessed, the game is marked as won.

If the game is over, the "Game Over" message, the actual word, and a prompt to continue are displayed. If the player presses 'Y', the game is reset for a new round with a new word and hint. If the player presses 'N', the program exits.

If the game is won, the "You Win!" message and a prompt to continue are displayed. The behaviour for continuing or quitting the game is the same as in the "Game Over" scenario.

The game screen is updated, and the loop continues until the player chooses to quit the game by closing the window.

Overall, the program provides an interactive Hangman game experience, allowing the player to guess words based on hints and tracking their progress with a visual representation of the hangman.