Hangman Game Flowchart

Start → Initialize Pygame → Setup Display → Load hangman Images → Load Words and Hints From File → Select and Random Word → Create a List to Store guessed Letters → Game Loop

Game Loop → Check For Events → Check for Key Presses → Draw Hangman Image → Check if Game over or won → Game Won → End

Check if Game over or won → Game Over → End

Check for Key Presses → Whille Loop For Key Presses → Draw Hangman Image

Check For Events → Whille Loop For Event Input