**Hangman**

How to play hangman

-Player receives the entire alphabet

-Word chosen and assigned to player

-Player receives letter count of the word

-Player guesses a letter

-If true it’s added to the board! Good jobby!

-If not then the hang components start. Wrong!

-Player gets 7 tries- head, body, arm, arm, leg, leg, dead! (Can add more steps, eg. thing he’s hanging from)

Expected code features

Lists, Parsing, Input

Hangman Pseudo code

-Provide user with random word, alphabet, word length, and 5 points

-Prompt user a for letter

-If the letter has already been input, return to prompt

-If letter has not been input, run through word letter by letter

-If the letter input is in the word, return word in word length position, remove from alphabet, return alphabet, return to prompt

-If letter input is not in the word, take away 1 point, return alphabet, return prompt

Challenges

-Figure out how to draw length of a word \_\_ \_\_ \_\_ \_\_ \_\_.

-Figure out how to replace a letter in \_\_ \_\_ \_\_ \_\_ \_\_.

-Provide user the alphabet. Figure out how to return the alphabet without letters guessed (must store guessed words).

Cool things to do if time allows:

-Easy, medium, hard Versions

-Versions based on word category, eg. colors, foods, types of ice-cream

-Two players version (friend enters a word for you)

-Keep a cumulative score, continuing until player quits

-Provide a fragment with the word in it

-Provide hints (either a letter in the word, or an association)

-Instead of Hangman, create something less disturbing eg. “Escape being pooped on by a Bird”

-Define Hangman word

-Create countdown timer

-Use visuals, eg. Turtle