**Guess the Word (Hangman)**

**Concepts learned:**

* **String manipulation:** Players guess letters to fill in the word, which teaches how to modify strings and lists in Python.
* **Set operations:** The game keeps track of guessed letters using a set, which demonstrates the concept of collections.
* **Conditional logic:** The game uses several if conditions to check whether the guessed letter is correct or incorrect and how the word is being built.
* **Loops:** The game runs until either the word is guessed or the player runs out of attempts.

**Key Learning Outcomes:**

* **Iteration:** The while loop iterates over user guesses until a winning condition or losing condition is met.
* **Data structures:** The list (guessed\_word) and set (guessed\_letters) are used to store data, reinforcing how collections work.
* **Conditionals and flow control:** Decisions in the game are made based on user input and remaining attempts.
* **String indexing:** Manipulating string values using indices for the guessed word.