Hangman Game User Manual

Welcome to the Hangman Game! This game challenges you to guess a word by suggesting letters within a limited number of attempts. Here's everything you need to know to play:

1. Installation:

Ensure you have Python and Tkinter installed on your system.

2. Starting the Game:

Run the Python script containing the Hangman game code.

The game window will appear on your screen.

3. Gameplay:

The game will randomly select a word from a predefined list.

You have six lives/guesses.

You need to guess the word by suggesting letters.

Enter a single letter in the provided entry field and click the "Guess" button.

If your guess is correct, the letter will appear in its correct position(s) in the word.

If your guess is incorrect, you will lose a life, and the letter will be displayed in the "Incorrect Guesses" section.

You win the game if you correctly guess all the letters in the word before running out of lives.

You lose the game if you run out of lives before guessing the word.

4. Buttons:

Guess: Click this button after entering a letter to make a guess.

Restart: Click this button to restart the game with a new word.

Quit: Click this button to exit the game.

5. Notifications:

If you enter an invalid guess (e.g., more than one letter or a non-alphabetical character), you will receive a notification.

If you guess a letter you've already guessed before, you will be notified.

When you win or lose the game, a notification will appear displaying the outcome and revealing the correct word (in case of loss).

6. Enjoyment:

Have fun playing the Hangman game and challenging yourself to guess the words!

Note: Ensure that you have the necessary image files ("GUI\_BG.jpg" and "Gallows\_BG.jpg") in the same directory as the Python script to display the background and canvas images correctly. They were downloaded in the zip file including the program.