Study plan to become a Python Developer

Your current project: <u>Hangman</u> <u>change</u>. Stages completed: **8 / 8**.

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Hangman

About

Games can help you kill time when you're bored. But before smartphones, people played games the classic way – with paper and pencil. Let's recreate one such game and improve your programming skills in the process. In this project, you will code Hangman, a game where the player has to guess a word, letter by letter, in a limited number of attempts. Make a program that plays Hangman with you – and good luck with the guessing!

Learning outcomes

Best project for Python Basics: uses functions, loops, lists, and other variables. The Random module is a cherry on top. Don't be intimidated by the number of stages – they ensure that your immersion in Python is smooth and safe.

What you'll do and what you'll learn

Stage 1/8: Hello, Hangman

Welcome the user: print "The game will be available soon".

<u>Introduction to Python</u>   **35**   <u>Overview of the basic program</u>   **35**

<u>Stage implementation</u>

Stage 2/8: I want to play a game

For starters, let's give the player only one chance to guess the word. Learn and use "Input" and "if" to implement this stage.

Stage 3/8: Make your choice

Let's make the game more challenging: now it will randomly choose one of four words from a list.

Stage 4/8: Help is on the way

Enable hints in your game: let it show the total length of the word or its first three letters. Slicing will help you implement this part.

Stage 5/8: Keep trying

Use a loop to extend the number of attempts to eight. Now we're talking!

Stage 6/8: The value of life

The outcome of the game may be fatal, which makes the game all the more exciting. Implement this feature so that players don't lose strikes when they guess a letter right. The While loop will help.

Stage 7/8: Error!

Improve the game by handling different error cases. Repeating a letter, entering too many characters, or using non-Latin characters shouldn't cost your player a strike.

Stage 8/8: Menu, please

While a dinner starts with the menu, our project ends with one. Create a menu for your game so that players can replay it or exit.

Python Developer

<u>Topics completed: **79 / 234 (34%)**</u>

You'll complete the track in: **36 hours**.

Activities left: **159.** ⓘ

Result will look like

0:00 / 0:29