Work on project. Stage 8/8: Menu, please

Project: Hangman

Hard 7 minutes

Description

We're almost done!

Let's add more flavor to the game by adding a suggestion to replay after the current game session ends.

Objectives

1. The game starts with a menu where a player can choose to either play or exit.
2. Print `Type "play" to play the game, "exit" to quit:` and ask again if the player inputs something else.
3. If the user chooses to play, the game starts.

Please, make sure that your program's output formatting precisely follows the example output formatting. Pay attention to the empty lines between tries and in the end.

Example

The greater-than symbol followed by space (`> `) represents the user input. Notice that it's not the part of the input.

```
H A N G M A N
Type "play" to play the game, "exit" to quit: > play

----------
Input a letter: > a

-a-a------
Input a letter: > i


-a-a---i--

Input a letter: > o

No such letter in the word



-a-a---i--

Input a letter: > o

You already typed this letter



-a-a---i--

Input a letter: > p



-a-a---ip-

Input a letter: > p

You already typed this letter



-a-a---ip-

Input a letter: > h

No such letter in the word



-a-a---ip-

Input a letter: > k

No such letter in the word



-a-a---ip-

Input a letter: > a

You already typed this letter



-a-a---ip-

Input a letter: > z

No such letter in the word



-a-a---ipt

Input a letter: > t


```

```
-a-a---ipt

Input a letter: > x

No such letter in the word



-a-a---ipt

Input a letter: > b

No such letter in the word



-a-a---ipt

Input a letter: > d

No such letter in the word



-a-a---ipt

Input a letter: > w

No such letter in the word

You are hanged!



Type "play" to play the game, "exit" to quit: > exit
```

Write a program

Code Editor | IDE

Python

```python
import random
import string

word_list = ["python", "java", "kotlin", "javascript"]
random_word = random.choice(word_list)
dashdash = ["-" for i in range(len(random_word))]
used_letter = []


def letter_revealer(user_input1=None):
    global dashdash
    indices = []
    if user_input1:
        # for determining all the position of the user_input in random_word
        for position, value in enumerate(random_word):
            if value == user_input1:
                indices.append(position)

        # inserting the user_input on dashdash in the positions where it
        #  is found in the random_word

        for value in indices:
            dashdash[value] = user_input1


def status_printer():
    status = "".join(dashdash)
    return status


print("H A N G M A N")
mistake = 0
while True:
    print()
    print(status_printer())
    user_input = input("Input a letter: ")
    if len(user_input) != 1:
```

```
        print("You should input a single letter")

    elif user_input in used_letter:
        print("You already typed this letter")

    elif user_input not in string.ascii_lowercase:
        print("It is not an ASCII lowercase letter")

    elif user_input in random_word:
        # if user_input in used_letter:
        #     print("No improvements")
        #     mistake = mistake + 1
        # else:
        letter_revealer(user_input)
        # used_letter.append(user_input)

    elif user_input not in random_word:
        print("No such letter in the word")
        mistake = mistake + 1

    if status_printer() == random_word:
        print('You guessed the word!')
        print('You survived!')
        break

    if mistake == 8:
        print("You are hanged!")
        break

    used_letter.append(user_input)

```

Show discussion (272)

Run

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