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Work on project. Stage 2/8: I want to play a game

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Project: [Hangman](#)

Medium 3 minutes

Description

At this stage, you will create a real game. It will be simple, but there will be two possible outcomes (you can see in the examples below how they look like). Let's first print a welcome message and then ask a player to guess the word we set for the game. If our player manages to guess the exact word, the game reports "win"; otherwise it will "hang" the player.

Objectives

1. Ask a player for a possible word.
2. Print `You survived!` if the user guessed the word.
3. Print `You are hanged!` if the user haven't guessed the word

By the way, the word `python` should be the correct word to win the game.

14 / 14 Prerequisites

- ✓ Multi-line programs 31★ *** Stage 2
- ✓ PEP 8 27★ *** Stage 2
- ✓ Comments 27★ *** Stage 2
- ✓ Basic data types 27★ *** Stage 2
- ✓ Variables 26★ *** Stage 2

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Examples

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

Example 1

```
1 H A N G M A N
2 Guess the word: > python
3 You survived!
```

Example 2

```
1 H A N G M A N
2 Guess the word: > java
3 You are hanged!
```

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