

Text-Based Hangman Game (Python)

This is a simple text-based Hangman game written in Python. The program selects a random word from a small list of five predefined words. The player guesses letters one at a time, with a maximum of six incorrect guesses.

```
import random

# List of predefined words
words = ["apple", "grape", "lemon", "mango", "peach"]

# Select random word
word = random.choice(words)
guessed = ["_"] * len(word)
attempts = 6
guessed_letters = []

print("Welcome to Hangman!")

while attempts > 0 and "_" in guessed:
    print("\nWord: ", " ".join(guessed))
    print(f"Attempts left: {attempts}")
    guess = input("Guess a letter: ").lower()

    if not guess.isalpha() or len(guess) != 1:
        print("Please enter a single letter.")
        continue

    if guess in guessed_letters:
        print("You already guessed that letter.")
        continue

    guessed_letters.append(guess)

    if guess in word:
        for i, letter in enumerate(word):
            if letter == guess:
                guessed[i] = guess
        print("Good guess!")
    else:
        attempts -= 1
        print("Wrong guess!")

# Final Result
if "_" not in guessed:
    print("\nCongratulations! You guessed the word:", word)
else:
    print("\nGame Over! The word was:", word)
```