***Mini Project***

**Dynamic Hangman code explanation**

In our mini project as a dynamic hangman there is a small overview of how our project id based on and its main events are as below.

* First Imports a module “Words” which have a dictionary of words we have made before.
* Also we Imports Hangman\_Stages, which have stages as the game proceed when it is played.
* With the function ofrandom.choice() we select one word from our dictionary.
* We call the main function where the game logic runs name def PlayGame().
* With the help ofWordList = list(Current\_Word) Converts the selected word into a list of individual characters for easy checking.
* We Sets a limit for attempts based on the number of hangman stage using function TotalAttempts = len(levels.hangman\_stages).
* To use our function Runs the game loop until the user runs out of attempts, we use while loop.
* We check if the guessed character is in the word and updates the our condition.
* Then we print the current hangman stage based on remaining attempts.
* Calls the function to start the game using function PlayGame**()**

Our mini project a dynamic hangman is ready

Top of Form

Bottom of Form