Hangman Rules

Here are the rules I have set up for this particular game of hangman.

1. You, the player, can only enter single letters. This means that you cannot guess the whole word.

2. You are allowed 10 chances, if you run out of attempts, then you will automatically lose.

3. You will lose one (1) chance if you guess incorrectly.

Code is as follows:

import **random**

*## Define function to get word for the game (test will use sakura)*

def **word\_4\_hangman**():

    '''Function randomly gets a word from the word bank to use for hangman and censor it'''

    word\_bank = ["write","that","program","raspberry","croissant","sakura","volleyball"]

    seed\_word = **random**.choice(word\_bank)

    return seed\_word

def **play\_again**():

    '''Function initiates a new game if player indicates'''

    prompt = **input**("Do you want to guess another word? Enter y or n").**lower**()

*# Decision conditions*

    if prompt == 'y':

**hangman\_run**()

    else:

        pass  *# If uninterested, do nothing*

# Create function to initiate game

def **hangman\_run**():

alph\_bank = ('abcdefghijklmnopqrstuvwxyz') # put letters in a variable

#Set word

seed\_word = **word\_4\_hangman**()

# Censor the seed\_word and convert both the seed\_word and game\_word into lists

game\_word = **re.sub**(r'\w','\*',seed\_word) #convert word to asterick censors

testing\_sw = **list**(seed\_word)

testing\_gw = list(game\_word)

guessed\_letters = [] #create an empty list to store already guessed letters

#Initiate an attempt limit and counter for the number of incorrect guesses

attempts = 10

misses = 0

#Let initial guess be false

guessed = False

**print**("You have been given "+game\_word+".")

**print**('You have '+str(attempts)+' chances to guess. Good luck!')

while guessed == False and attempts > 0:

guess = **input**("Enter a letter in the word "+game\_word).**lower**()

# player gives a letter

if len(guess) == 1:

if guess in guessed\_letters:

**print**("You've already guessed this letter, please try again.")

elif guess not in seed\_word:

**print**('Incorrect')

guessed\_letters.**append**(guess)

attempts -= 1 # reduce number of attempts

misses += 1 # if incorrect, add 1 count for the misses

elif guess in seed\_word:

guessed\_letters.**append**(guess)

**print**("You guessed correctly! Well done! :)")

else:

**print**('Invalid guess entry, please guess again') #This would mean that the player can only enter single letters

#Output status for the player to see their progress

ingame\_output = ''

if guessed == False:

for letter in seed\_word:

if letter in guessed\_letters:

ingame\_output += letter

else:

ingame\_output +='\*'

**print**("Enter a letter in the word "+ingame\_output)

if ingame\_output == seed\_word:

**print**('Congratulations! The word is '+seed\_word)

**print**('You made '+**str**(misses)+' incorrect guesses.')

guessed = True

elif attempts == 0:

**print**("You are out of attempts. The correct word is "+seed\_word)

#Initiate the play\_again function

**play\_again**()

Then you just type **hangman\_run**() to start the game. You can change and/or increase the word bank to your liking.

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