

Hangman Game (Python)

This is a simple command-line Hangman game built using Python. The player guesses a randomly selected word one letter at a time with a maximum of 6 incorrect attempts.

Why This Project?

- Practice loops and conditional statements
- Work with lists and strings
- Use Python's random module
- Handle and validate user input
- Understand basic game logic

How the Game Works

- A word is randomly selected from a predefined list.
- The word is displayed as underscores.
- The player guesses one letter at a time.
- The player has 6 incorrect attempts.
- The game ends when the word is guessed or attempts run out.

How to Run

1. Make sure Python 3 is installed.
2. Open terminal or command prompt.
3. Navigate to the project folder.
4. Run: `python "HANGMAN GAME.py"`

Author

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