# Title of Your Project

Hangman game

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## Project Description

We programmed the hangman game which interacts with the user, using the functions and basic python resources we have learned during the week.

## Rules

One player, the "host," makes up a secret word, while the other player tries to guess the word by asking one letter at a time. However, every wrong guess brings them closer to losing.

## Workflow

First, we needed to get the secret word input, then one letter at a time and check against the secret word. If is a correct letter, it gets displayed but if not then it counts as an error out of the 5 allowed.

## Organization

We used JIRA for project planning and for flowchart drawing.

What does your repository look like? Explain your folder and file structure.

## Links

Include links to your repository, slides and kanban board. Feel free to include any other links associated with your project.

[Repository](https://github.com/)

[Slides](https://slides.com/)