HANGMAN

TECH TUNERS
19B01A1210-MOHITHA-IT
19B01A0490-AMRUTHA-ECE
19B01A05C6-AKHILA-CSE
19B01A0482-HONEY-ECE
19B01A0293-MEGHANA-EEE
19B01A0472-SUPRAJA-ECE

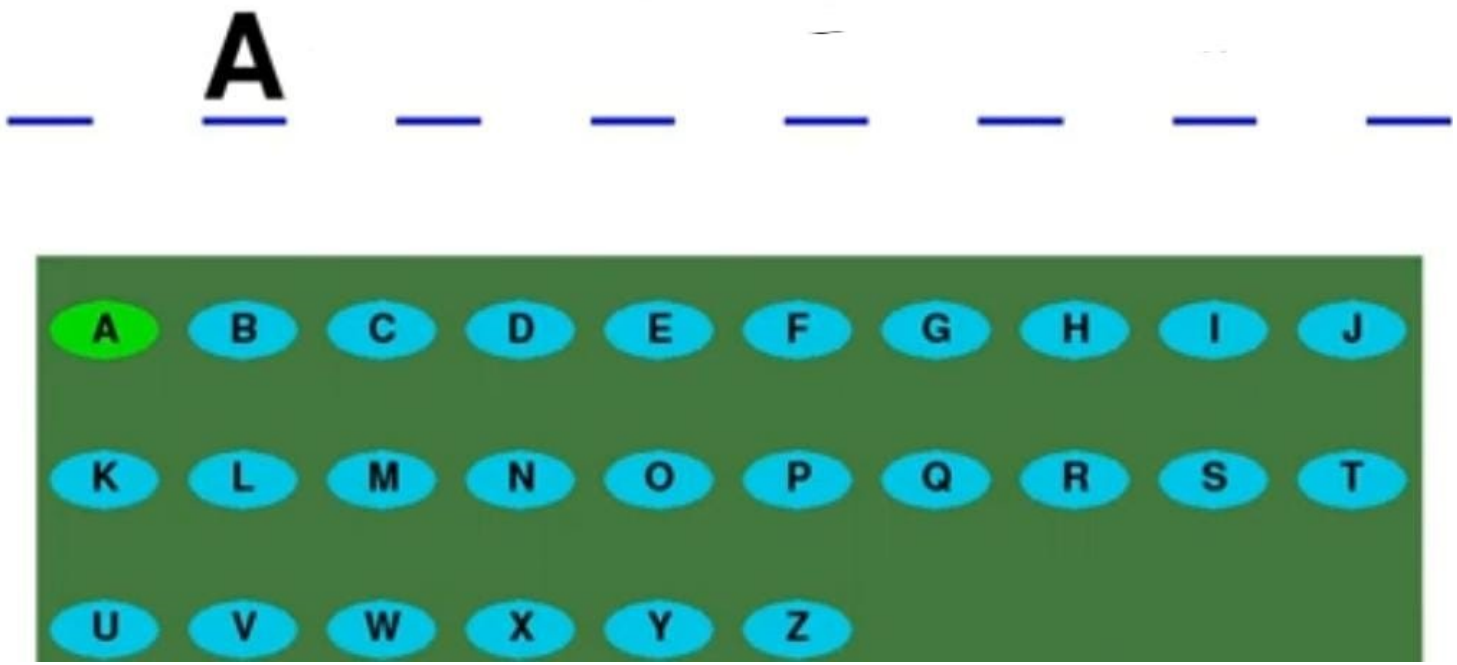
WISE - SHRI VISHNU ENGINEERING COLLEGE FOR WOMEN

November 3, 2021

PROBLEM STATEMENT

To design a game called Hangman.Hangman is a paper and pencil guessing game for two or more players. One player(chooser) thinks or choose a secret word and another player(guesser) attempts to guess the word by guessing one letter at a time.

Figure: PROBLEM UNDERSTANDING



The chooser draws a number of dashes equivalent to the number of letters in the word.

The guesser chances are tracked using a stick figure drawing of person being hanged from a gallows. The figure is drawn one body part at a time.

Figure: HANGMAN

ALGORITHM

- Random module to choose a word.
- Generation of blanks for corresponding word choosen.
- Input Letter checked with the letters in the random word.
- If input letter = letter in random word then blank replace with letter.
- If input letter != letter in random word then chances decrement.
- For every decrement in chance a body part of Hangman is displayed.
- Message of win or lose is displayed on screen.

TASK DIVISION

- DAY 1 : 03/May - 04/May
  Started to work on python logic and prepared our presentation.
- DAY 2 : 04/May - 05/May
  Improvised the code with functions. Started understanding commands in Pygame.
- DAY 3 : 05/May - 06/May
  We solved test cases in our python logic.
- DAY 4 : 06/May - 07/May
  We designed code such that Hangman picture is displayed in command prompt.
- DAY 5 : 07/May
  We prepared our final presentation.

CHALLENGES WE FACED

- Had difficulty in placing spaces in between the blanks.
- Printing repeated letters in blanks.
- Displaying number of chances.
- Printing Hangman on command prompt.
- Faced difficulty in stopping iteration even after game ends.

CODE STACKS

1. Number of functions : 1
2. Number of lines of code : 99
3. Number of commits :35
4. Size of repository : 1.8 MB

LEARNINGS

1. How to create repository in Git.
2. How to use LaTeX for presentation.
3. Learned to solve a task using python logics.
4. Learn, Collaborate and implement.
5. Working in teams remotely.

TECH STACKS

1. Python
2. Gitlab repository
3. LaTeX
4. Vim editor

References

For hangman picture :
https://i.ytimg.com/vi/r91yPViqRX0/maxresdefault.jpg

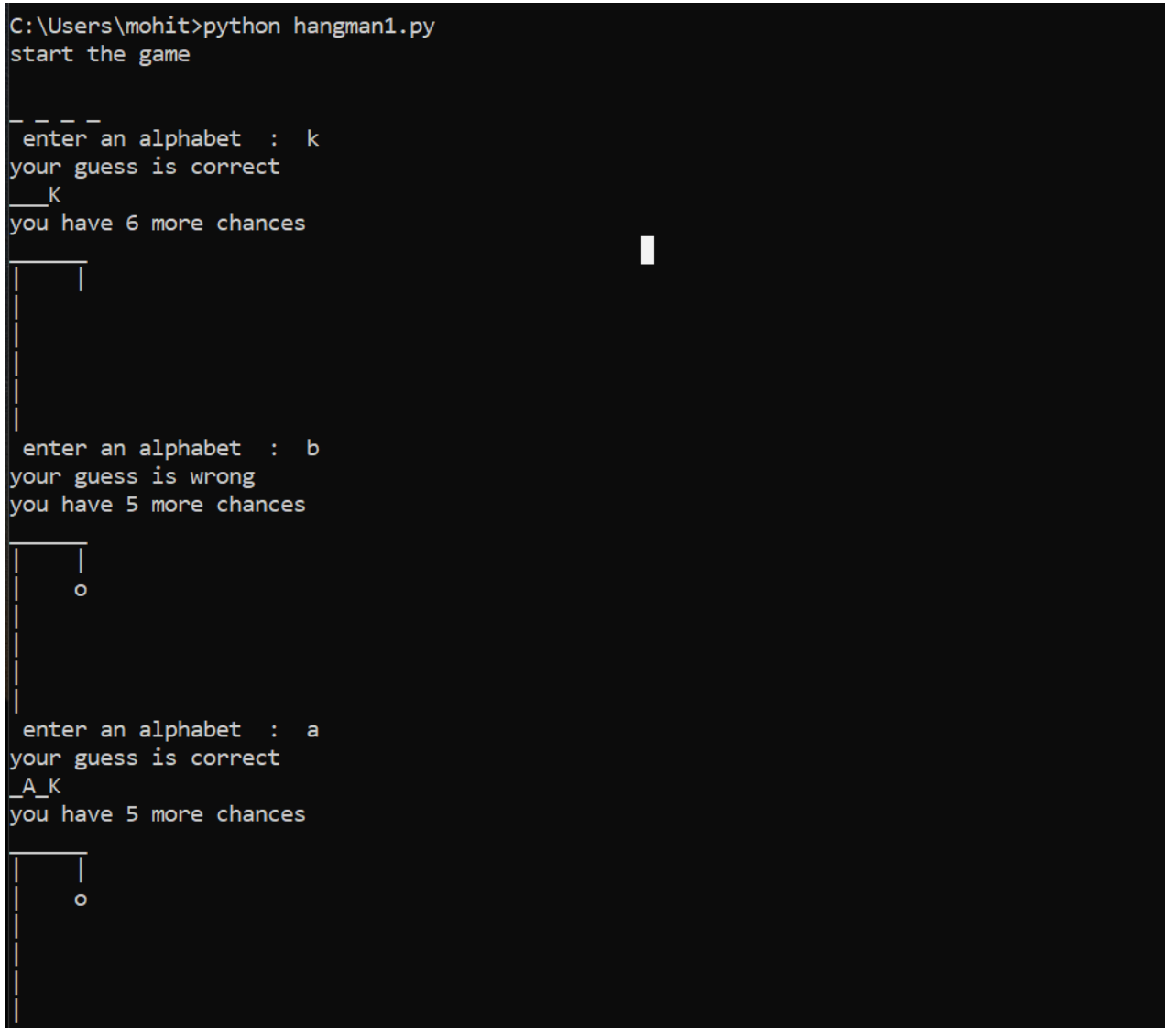
For alphabet picture :
https://datagenetics.com/blog/april12012/htitle.jpg

Gitlab : https://gitlab.com/tech-tuners/hangman.git

FUTURE SCOPE

There is a chance to improvise our project with graphical interface using Pygame

Figure: OUTPUT



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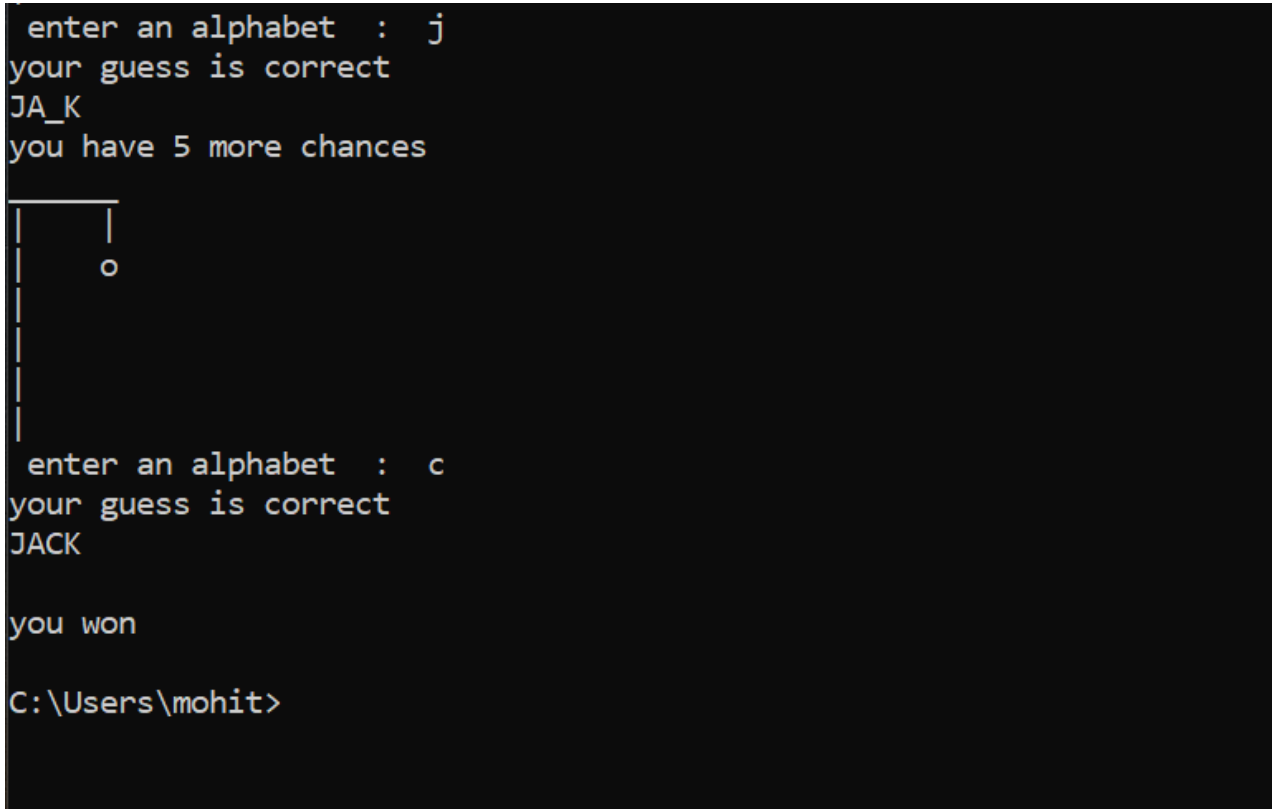

Figure: TEAM MEMBERS

THANK YOU....!