



Hangman Game Project

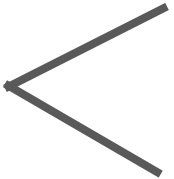
Alberto Ranz

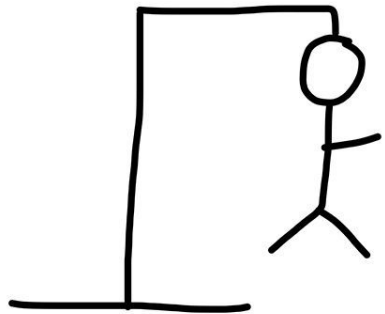
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Hangman



Guess the word _ _ _ _ _

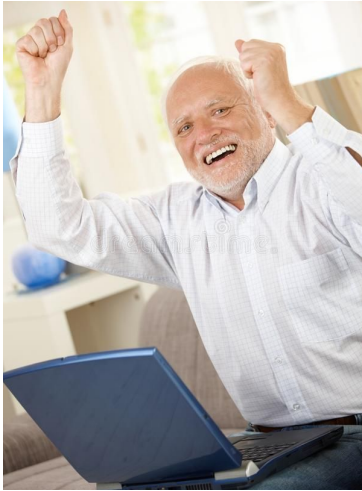
Enter a letter  Correct: the letter appears in place
Wrong: one life less.



H A N _ M A N

Hangman

If all letters are guessed
before all lives are lost: WIN.



If all 7 lives are lost:
GAME OVER.



Workflow



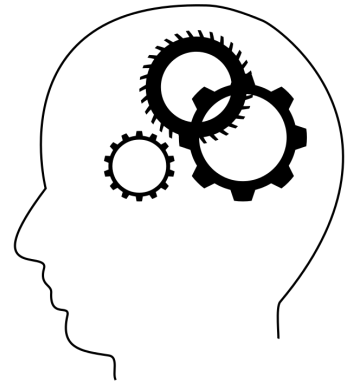
- Game choice.
- Repo clonation from Github.
- Research: I visited the link of the game, read the rules and played for a while to understand the behaviour of the programm.
- Pseudocode.
- Full Code.
- Test.
- Update Readme and create .gitignore.
- Preparation of presentation.



Challenges



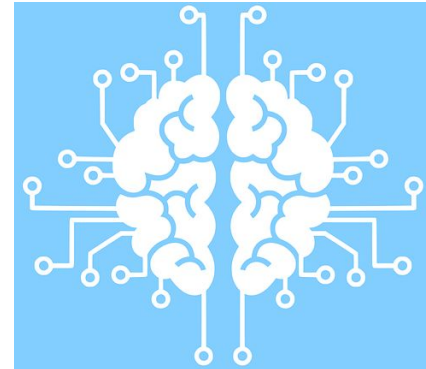
- Ordering the possibilities and making the structure.
- Writing the code.
- Tried several ways, firstly without WHILE loop.
- Carrying on when stuck.
- Implementing a def function.



Learnings



- How to plan and code a small program.
- The big difference between pseudocoding and real coding.
- Consolidate knowledge of python (only a little bit).
- How to resolve certain problems, and changing the approach when getting stuck.





Possible future improvements

- Having a bigger word collection.
- Having the blanks in a line, rather than in columns.
- Having also phrases instead of only words.
- Using more def functions.
- Having a word suggestion as clue.

