Mini-Project

On

Hangman Game (Word Guessing Game)
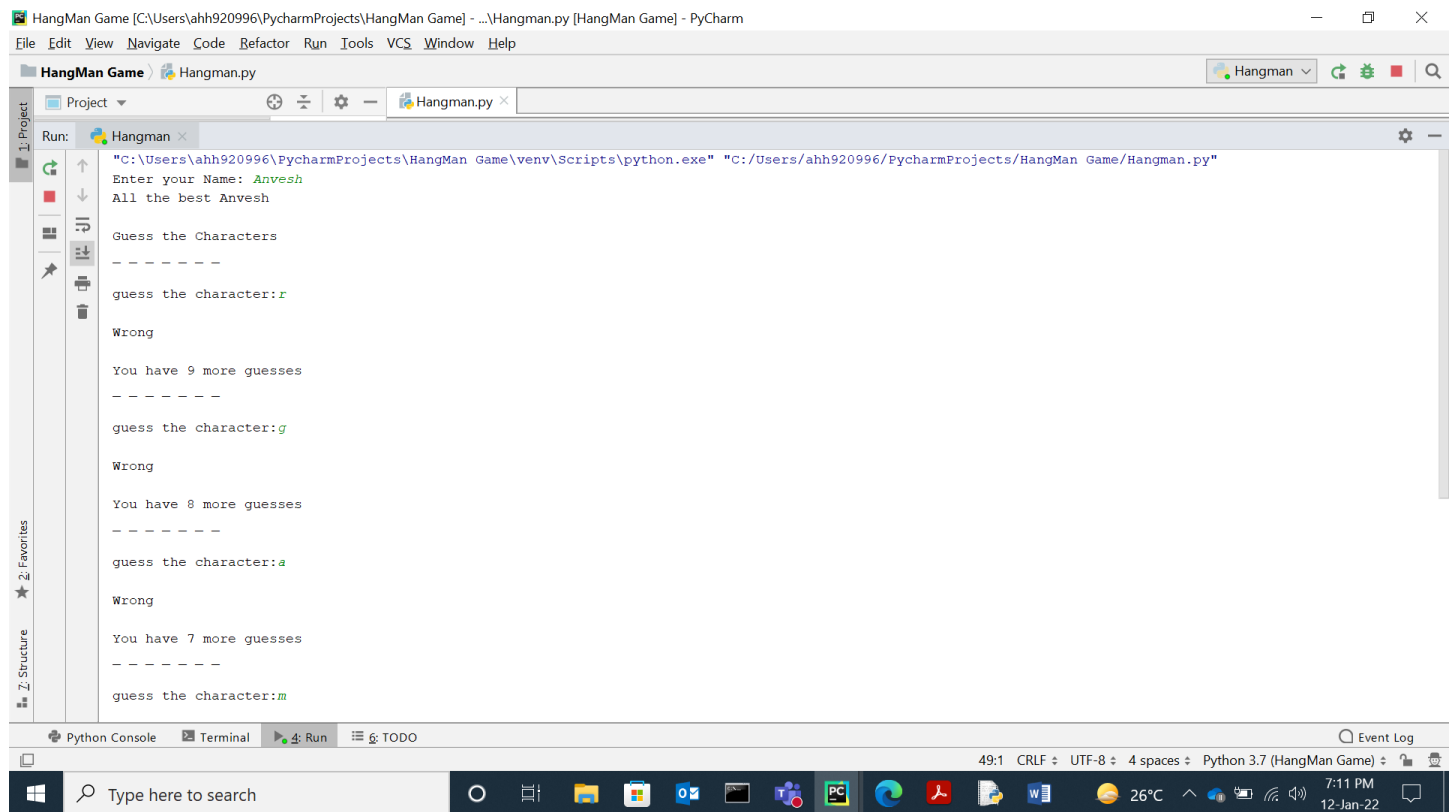
Submitted by

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ABSTRACT

This is a simple Hangman game using Python programming language. The Hangman program randomly selects a secret word from a list of secret words. The random module will provide this ability, so line 1 in program imports it. Hangman is a popular word game in which one player (the "chooser") chooses a secret word and another player (the "guesser") attempts to guess the word one letter at a time. If a guessed letter appears in the word, all instances of it are revealed. If not, the guesser loses a chance. If the guesser figures out the secret word before he or she runs out of chances, he or she wins. If not, the player who choose the word wins. When a letter in that word is guessed correctly, that letter position in the word is made visible. In this way, all letters of the word are to be guessed before all the chances are over.

SCOPE:

In the conclusion of this project, Hangman is a traditional game, typically played with words. It's possible, however, to play category Hangman rather than guessing words the player might guess names of cities, or athletes, or fictional characters, or Duke professors, or top forty song titles, the list is endless. You'll also be doing some statistical analysis of the words used in the Hangman game.

OUTPUT SNAPSHOTS:

File Edit View Navigate Code Refactor Run Tools VCS Window Help

HangMan Game 〉 Hangman.py

Project ▾

Run: Hangman

```
- - - - - - -

guess the character:q

Wrong

You have 5 more guesses
- - - - - - -

guess the character:s
s _ _ _ _ _ _

guess the character:c
s c _ _ _ c _

guess the character:n
s c _ _ n c _

guess the character:e
s c _ e n c e

guess the character:i
s c i e n c e

You Win

The word is: science

Process finished with exit code 0
```

Python Console   Terminal   4: Run   6: TODO   Event Log

63:1   CRLF   UTF-8   4 spaces   Python 3.7 (HangMan Game)

Type here to search

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