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Hangman Game

Play Game

• https://hangmanwordgame.com

Start of The Game

Import the logo of the game from the hangman_art module.

Step 1

Select a word randomly from the word list of hangman_words module.

Step 2

Create blanks with under score(_) as the same length of the random word selected from the word list.

If the random word is 'python', the word displayed on screen is:

```
Random Word: _ _ _ _
```

However, if the random word includes space string(' '), replace it with dash('-').

If the random word is 'iron man', the word displayed on screen is:

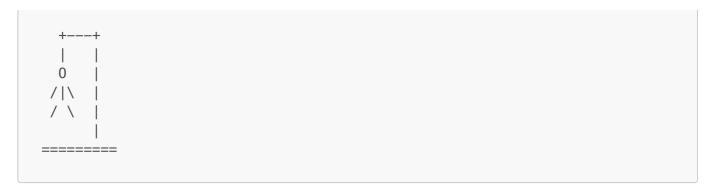
```
Random Word: _ _ _ _ _
```

Step 3

Import the stage of the game from the hangman_art module.

Repeat this at the beginning of each stage.

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Step 4

Input a letter the user guessed and make it lowercase.

```
Guess a letter:
```

Step 5

The user can have 7 chances and must check at each chance if the letter the user guessed is one of the letters in the random word selected from word list.

If the letter the user guessed is one of the letters in the random word selected word list, replace an under score with the letter.

```
Guess a letter: o
Random word: _ _ _ o _
```

Otherwise:

```
Guess a letter: e
Random word: _ _ _ _
```

Step 6

Playing the game, if the word displayed on screen is the same as the random word selected from word list, print You win.

```
Random word: p y t h o n
You win.
```

Step 7

After using all chances, print You lose...

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Then print the random word selected from word list.

```
Random word: p _ t h o _
You lose.
Random word was 'python'.
```