**February 21, 2025: Getting Started**

* Decided to learn coding with Python and Pygame to create an interactive game.
* Researched Pygame basics: setting up the display, understanding the event loop, and rendering shapes and text.
* Installed Python and Pygame. Ran a few example codes to understand how Pygame works.

**February 25, 2025: Designing the Game Plan**

* Settled on Hangman as the game to develop because of its simplicity and fun factor.
* Drafted a blueprint:
  + A visually appealing interface.
  + Interactive letter buttons.
  + Displaying guessed letters and hangman images for incorrect guesses.
* Chose a list of words that would be used for the game.

**March 1, 2025: Building the Foundation**

* Wrote code to set up the display window (WIDTH, HEIGHT) and added a caption for the game.
* Experimented with font rendering to display the game's title, guessed word, and lives count.
* Created variables for button dimensions (radius, gap, position) and added logic to draw letter buttons on the screen.

**March 5, 2025: Adding Core Functionality**

* Implemented logic to handle user input using pygame.MOUSEBUTTONDOWN events:
  + Detecting button clicks and revealing the guessed letter.
  + Keeping track of incorrect guesses to update the hangman status and lives.
* Randomized word selection from the predefined list to add replay value.

**March 10, 2025: Refining Visuals**

* Designed the game's title with a shadow effect for a polished look.
* Loaded hangman images to visually represent incorrect guesses.
* Enhanced the layout by positioning buttons, text, and hangman images aesthetically.

**March 15, 2025: Introducing a Hint System**

* Added a "HINT" button to help players reveal one correct letter.
* Limited the hint feature to a single use per game to maintain a challenge.

**March 20, 2025: Testing and Debugging**

* Tested the game thoroughly to ensure buttons worked correctly and lives decreased with incorrect guesses.
* Fixed bugs:
  + Incorrect hangman status updates.
  + Word display formatting issues (underscores for unguessed letters).

**March 25, 2025: Final Touches**

* Added win/loss conditions and display messages for game outcomes.
* Tweaked the interface with contrasting colors and clear visuals.
* Optimized the code for readability and performance.

**March 30, 2025: Uploading to github**

* Signed up Github through email
* Uploaded all files
* YIPEE

Youtube videos that helped me:

Part1:

[https://www.youtube.com/watch?v=UEO1B\_llDnc&t=1441s&ab\_channel=TechWithTimhttps://www.youtube.com/watch?v=UEO1B\_llDnc&t=1441s&ab\_channel=TechWithTim](https://www.youtube.com/watch?v=UEO1B_llDnc&t=1441s&ab_channel=TechWithTim)

Part 2:

<https://www.youtube.com/watch?v=W6cjx7t39d4&t=383s&ab_channel=TechWithTim>

Part 3:

<https://www.youtube.com/watch?v=d038LZp_Jhk&ab_channel=TechWithTim>

Github:

[https://www.youtube.com/watch?v=4wo4csHfabw&ab\_channel=TechnicalBakuganhttps://www.youtube.com/watch?v=4wo4csHfabw&ab\_channel=TechnicalBakugan](https://www.youtube.com/watch?v=4wo4csHfabw&ab_channel=TechnicalBakugan)