5/18/2016

HANGMAN

A FRESH TAKE

What am I doing?

- This project is a modified version of the game Hangman.
  - At the beginning of the game, the user is asked what word he would like to be included in the definition of the word he will be guessing.
    - Of the words that have the user word in the definition, a random word would be selected from an English dictionary database.

What am I doing?

▶ There would be an input box, where the player would input letters, and a button to submit a letter.

    ▶ A list of the letters already tried would be displayed.

    ▶ When the player makes his first mistake, the stand where the body will hang if you lose the game would appear, as would the head of the stick-figure man.

        ▶ With every subsequent mistake, an additional body part would appear.

▶ **The game would end when the player completed the word (victory), or the body was completed (loss).**

Goals

- Set-up an intuitive graphical user interface (GUI) that allows the user to play the game

- Interact with an English dictionary database to feed words and definitions for the game. Also to be used to search for eligible words given the user input

- Ensure that the game does justice to the original *Hangman* by containing all the components of the original game (with the additions that were aforementioned)

Word

Hangman

The Graphical User Interface (GUI)

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Clue

Letters Tried

➢ This is what my GUI currently looks like, with each color representing a frame that is holding a place for something to be included in the game.

➢ The frame labels serve as reminders for what will be where

Entry

Submit

Data…Data…Data….

► The data will be obtained from an English dictionary database. The different sets of data to be obtained are:

   ► Words in the English language

   ► Definitions of these words

      ► Will also be used in the search component for comparison with the user-inputted word that he/she would like to be included in the definition of the word to be guessed

How Will The Code Interact?

- Tkinter to write GUI elements in Python
  - By importing this module, I was able to create the GUI elements shown previously
  - Provides a creatable set of widgets, including frames, labels, buttons, radio-buttons, etc.

- Sqlite3 to interact with the dictionary database
  - Can be imported into Python as well
  - Allows for database manipulation
  - Database obtained online

Tools to be used/Miscellaneous

▶ I have encountered difficulties in GUI widget positioning within a frame, and there may be further issues in the future

  ▶ May be able to solve my problems by using padx and pady, depending on the situation

▶ I foresee having trouble implementing certain visual elements in the way I would like, such as the display of letters of the word that is being guessed

▶ I have had trouble opening the obtained database. Hopefully the issue will not reappear in the future

▶ Online documentation and tutorials on Tkinter, SQLite3 and Python in general, have been a big help