

WELCOME TO MODIFIED

HANGMAN

A GAME LIKE NO OTHER...ALLEGEDLY

There quite possibly isn't a human on this Earth older than a toddler who has never played Hangman. We all know how it works. One person picks a word, draws spaces for every letter on a piece of paper and you, the player, try to guess the word, letter by letter. For every wrong guess, a body part is drawn on a hangman stand. If the body is completed before you complete the word, sorry! YOU LOSE! It's a race against nature, as you try to get the whole word before a stick figure, complete with head, torso, arms, and legs, is before you.

But how about we put a spin on things. Shake it up, if you will.

This here game is different. In order to run the game, run the file Hangman.py. Once the window opens, you need to select a difficulty and press begin, after reading the presenting instructions (recommended). On the main game screen, you will be prompted to enter a word, let's call it the search word. The dictionary will be searched for the words, let's call them game words, that have the search word, in their definition, and one of the game words will be randomly selected. It is this game word that you will be guessing.

Hopefully, you won't be bored by this point, and you'll continue to play by submitting letter guesses to try to win again. We like losers and winners equally here, so fear not. Enjoy!

Instructions are coded into the game throughout. The player is guided through the game-play through various simple prompts. If the player ever forgets the general instructions, the "How to Play" button is always available on the main screen. Once clicked, it brings up general instructions similar to those above.

Note: Whenever there is more than one window on the screen, the top-most window must be dismissed by button press because the windows below can be interacted with

Note2: Window size and position is automatically determined by the game. However, there may be overlap of buttons depending on the operating system you're using (I had overlapping buttons in Ubuntu, but not in Windows, on the same computer)