Python Hangman Game

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Overview

This is a Python script of the classic game "Hangman".
The word to guess is represented by a row of dashes.
If the player guess a letter which exists in the word, the script writes it in all its correct positions. The player has
6 turns to guess the word. You can easily customize the game by changing the variables.

Rules

```python
# Definition of the word list which is used in the game
words = [
"print", "abs", "round", "min", "max", "sum", "len", "type", "upper", "append",
"lower", "strip", "replace", "split", "False", "await", "else", "import", "pass", "None",
"break", "except", "in", "raise", "True", "class", "lambda" , "def",  "nonlocal",
"whileassert", "del", "global" , "elif"]

# Define rules of the game

# define maximum trials
allowed_trials = 6

# by default the game is not yet done
done = False

# get random word by using the random variable
word = random.choice(words)
```

WORKFLOW INFOGRAPHIC

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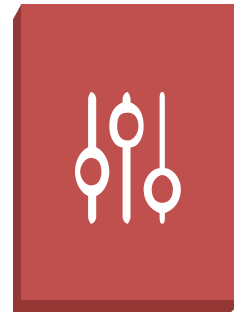## STEP 01
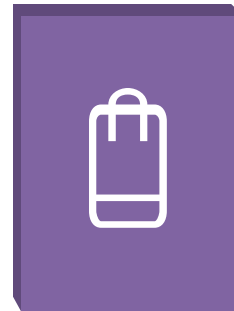
Structure repository (Readme/main code file / gitignore)

STEP 02

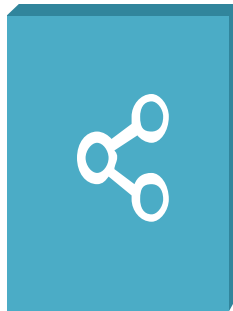Open Alternative Interpreters / Notebooks (jupyter) to adjust the code

STEP 04

Single python main file to describe the workflow / commenting (welcome greetings/ creation of variables / Creation of while loop with all possible outcomes/ print results and adjust open trials)

STEP 03

Version Control and Push code to Github

Learnings

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Create Readable Documentation

Use the Right Data Structures

Write Readable **Code** – fewer lines!

Variables

- Identifiers are names we provide that are descriptive and are associated with a location in the memory

While Loop

While loop provides iteration construction with a Boolean condition

For Loop

For loop is another method of writing the iteration construct

If Statement

If statement checks a Boolean condition

Functions

Functions are subprograms that can execute several expressions that are grouped together to produce an output

Lists

Lists allow us to define one variable that can store many other variables

Comments

All programming languages have unique ways to add comments

Adjustments / Extensions

OPTION 01

Extend by difficulty
Changing trials

OPTION 02

Use rather
dictionaries