code challenge - Hangman

→ welcome user

→ word_list = [10]

→ game:

* randomly choose 1 word from thelist
  ↳ has to change the word for every new game

* says # of letters

* letter input
  → correct : put in the correct place
  → incorrect: put to the side
  → +=

* # of guesses
  # of correct
  # of incorrect

loops until finds the word

* when word is discovered :
  → " you correctly guessed "
  → " it took x attempts "

  → " wanna play again? "
  (input)
  ↙ no
  → breaks
  " thanks for playing "

  ↘ yes
  → breaks
  → restart w/ new word

Hangman

* terminal interface

* python on ~~VS Code~~ Colab

  ↳ has to run on windows

* libraries:

  - numpy ?

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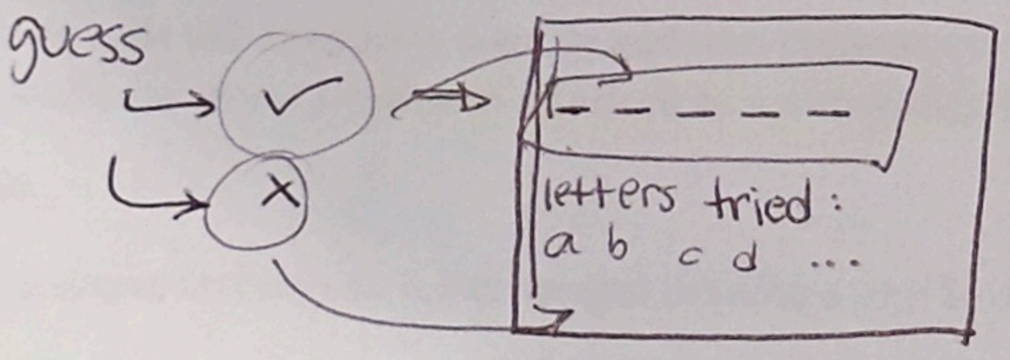
welcome user

↳ game $:

choose word

letters

guess



when all letters are correct :

play again?

YES NO

Thanks for playing

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word list

choose word

letters in the word

⇒ import numpy

⇒ word list

⇒ game function

↳ choose word

* every game should use a different random word
* length of word
* _ _ _ _ _ (underscore)

* start guesses @ 0.

* terminal display:

Welcome
# of letters
] once

word : - - - - -
letters :
correct :
incorrect :

→ indicate if correct or not
→ show letters

Code Challenge – Hangman

The Problem

Create a game of hangman

Rules & Requirements

1. Greet the user welcoming them to the game
2. The program randomly selects a word from a list of 10 words with different lengths, you as the developer choose the words.
3. The program indicates to the user how many letters are in the word
4. The user is asked to guess a letter
   a. If the letter is in the word, the letter is displayed in the correct position of the word with all previously guessed correct letters
   b. If the letter is not in the word, display the letter indicating it is not in the word with all previously guessed letters that are not in the word
5. The program displays how many guesses have been made, with how many correct and incorrect guesses.
6. The program continues to ask the user for guesses until all the letters in the word are guessed correctly.
7. When all letters of the word are guessed correctly,
   a. the program tells the user they have correctly guessed the word
   b. and indicates the number of guesses it took
8. The program then asks the user if they would like to try again or quit
   a. If the user indicates they want to continue, the program chooses a different word randomly and the play continues
   b. If the user indicates they want to quit, the program thanks them for playing and quits.
9. You can choose to use a terminal interface or a web interface

Extra credit

10. Draw a gallows and person being hanged drawing a new body part each time a guess is wrong