**HANGMAN GAME**

**Goal**: We will apply the concepts learnt so far (if/else/for/while etc.), and build a hangman game.

**Flowchart:**

start

Generate a random word

Generate as many blanks as letters in the word

Guess a letter

Is guessed letter in the word?

Lose a life

Replace the blanks with the letter

Are all blanks filled?

Ran out of life?

Game over!

Y

Y

N

N