**Week 5 - Think Aloud – Hangman Menu**

This week I have completed the beginning menu for my hangman game. The current working version is hangman\_v3.py.

I have added an icon to the Pygame window and renamed the window “Hangman!”:



* Code used to set the icon and caption:

# Set caption

pygame.display.set\_caption("Hangman!")

# Set icon for game

icon = pygame.image.load('icon.ico')

pygame.display.set\_icon(icon)

I also have a working menu screen with a background color and image:

**A neon light with a noose

Description automatically generated**

The “Play Game” button doesn’t do a whole lot so far – it just takes you to a window that says “Coming soon…”

A blue and white text

Description automatically generated

However, the “Quit Game” button functions as it should and exits the game.

**Week 4 - Think Aloud - Hangman**

My goal this semester is to create a game using pygame. I don’t have much experience with pygame, and I thought that this would be a good way to become more familiar with it. I will be using a Python that I created in my Python class – Hangman.

So far, I have added a few things to make the game a bit better before I start trying my hand at pygame:

* There are now 4 levels of difficulty: Easy, Medium, Hard, and Expert.
  + These are listed in a table using rich format

A screenshot of a computer game

Description automatically generated

* I have moved the word choice to 4 text files, rather than having a list in the main python program. I may eventually change this again – it is a work in progress. There are 199 words in each file for more variety.

A screenshot of a computer

Description automatically generated

The original word list I had paled in comparison. This was the list:

A black screen with text

Description automatically generated

* I also added in a while statement to force the player to make a correct game choice of 1-4.

A black background with white text

Description automatically generated

Right now, my hangman guy is a bit sad:

A black road with yellow faces

Description automatically generated

I would like to make the graphics a bit more fun. Right now, there are only 8 tries to guess the word. So, I want to be a bit more creative and maybe give the player a few more turns. If anyone has some suggestions, I would love to hear them!

In the current game, if you do not guess the word correctly, then you end the game never knowing what the word was. I think I may change this so the player will know what word they failed to guess.

The end goal will have a game menu where you will click a difficulty choice (easy – expert), then it will take you to the game. From there, it’s a bit up in the air! I suppose the whole point is to learn exactly how to create a fun game out of nothing!

Here is a link to the GitHub repository:

<https://github.com/h-m-harris/hangman.git>