THE HANGMAN GAME

PROBLEM STATEMENT:

Hangman is a guessing game for more than two players. In this game, one player thinks of a word and other tries to guess it by suggesting letters. The word to guess is represented by row of dashes, giving number of dashes.

How to play: The code will generate a word which has to be guessed by the player. The screen will show the marked out blanks for each letter of a word. Player will then guess a letter. If that letter is in the word then project will write the letter at everyplace it appears and will add that letter to the list of used letters. If the letter is not in the word then one element of hangman will be drawn and count of wrong attempts will increase by one till it reaches maximum number of chances. The player will continue guessing the letters until he can either guess the complete word or end up loosing all the chances by drawing the complete hangman.

