THE HANGMAN

Awareness related to sports and dance in todays world is comparitively less than other fields. For this purpose I have created a hangman game in which the user has to guess the game or dance and if he wins he will get to know the country which has the game as its national sport or the state which has the dance as its folk dance.

The Code

The code of the game is based on the concept of for and while loops, dictionaries and conditions. The game first asks for the name of the user and wishes him/her "Best of Luck". Then the user is asked to mention his/her choice as to what he would prefer from sports and dance. If the user selects Sports, the code enters the if condition and if he/she choses Dance the code enters the else condition. Then there is a dictionary created in which the keys are the names of games or dances and the values are the names of the countries or states respectively. Then there is a list made which consists of only the names of the games or dances that is, the keys of the dictionary. By importing the random function it is used to randomly select the elements of the list. The game then asks the user to guess the different letters of the word in order to form the name of the game or dance. There are 14 chances given to the user. While the number of turns is positive, the while loop runs. I have considered a variable f which is initialised to 0 and it gets incremented by 1 each time a chance gets over. Inside the while loop is a for loop which loops from each element of the list game or dance depending upon the choice of field of the user. Previously, it asks the user to guess the characters and then print the length of the word. The user then guesses the letter, if it is true, it prints the letters at all the places it appears in the word. If f is equal to 0, it means the user has guessed the correct word and thus, it prints "Congrats!! You have won" and also the name of the game or dance along with the country which has that particular game as its national sport or the name of the dance and the state which has it as its folk dance. The loop breaks as soon as these messages are printed. If the user guesses the wrong letter, it displays the message that the letter is wrong and the number of chances left. If the user fails to guess the correct word it displays the meassage "Sorry, better lucknext time".

Benefits of the Game

Sports and recreation is equally important in life as studies. Playing this game also increases general knowledge. It tells the name of the country which has the particular game as its national sport or state which has the dance as its folk dance. The user also comes to know about the various games and dances. Many people nowadays donot even know that there exists many other sports other than cricket, football and basketbal. I have specially also included other games which are played by minority but should be of equal significance. Also, when it comes to dance, people nowadays love latest songs and their steps. Folk dances are forgotten and are not practised much. Thusm this game helps to create awareness on sports and dance.Playing games also refreshes our mind and they act as a stress-buster. When we are bored or irritated playing games even for sometime gives us refeshment. The game also increases our vocabulary since, we come to know about various spellings.

Aknowledgemnt:

GeeksforGeeks-For helping me write the code

Wikipedia-for the list of countries and their national sports

Jagranjosh-for the list of states and their folk dance