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<center>Final Project Topic Idea: Hangman</center>

After reading the Final Project Outline, I have decided to choose the Hangman game. I chose Hangman because it is a game that I am familiar with. Since Hangman is a very simple game, I feel that it will be a little easier to program compared to the other games that include rolling dice, and cards. Another reason I chose Hangman is because there is a simple objective; guess the letters for a word, and if you guess wrong, there is an added part to the "hangman."

I have a few ideas on how I could possibly code the graphic where the used letters, and the hangman graphic will use. Of course, I will have to validate all the inputs to make sure that they are letters. For incorrect guesses, I think an IF statement could be used where the incorrect letter would be inserted into an array then it would also print another part on the hangman. The only thing I can think of that I might have trouble with is printing the "hangman," I have thought of using an array, but I am not sure if I can print characters or signs. Based on the fact that the user will be guessing until they are right, the input will be a WHILE loop, where the loop will repeat until the user guesses a correct letter, then will keep looping until the user guesses all the correct letters. To make sure there is not an infinite loop, I can limit the amount of guesses to the amount of parts to the "hangman," this way the user will have limited attempts to guess the correct letters. For this assignment, I want to show my understanding of all the functions, loops, and other elements that I have learned throughout this semester.