E:\hangman.py

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#importing the time module
import time

#welcoming the user
name = input("What is your name? ")

print ("Hello, " + name, "Time to play hangman!")

#wait for 1 second
time.sleep(1)

print ("Start guessing...")
time.sleep(0.5)

#here we set the secret. You can select any word to play with.
word = ("secret")

#creates an variable with an empty value
guesses = ''

#determine the number of turns
turns = 10

# Create a while loop

#check if the turns are more than zero
while turns > 0:

    # make a counter that starts with zero
    failed = 0

    # for every character in secret_word
    for char in word:

    # see if the character is in the players guess
        if char in guesses:

        # print then out the character
            print (char,end=""),

        else:

        # if not found, print a dash
            print ("_",end=""),

        # and increase the failed counter with one
            failed += 1

    # if failed is equal to zero

    # print You Won
    if failed == 0:
        print ("You won")
    # exit the script
```

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        break
    # ask the user go guess a character
    guess = input("guess a character:")

    # set the players guess to guesses
    guesses += guess

    # if the guess is not found in the secret word
    if guess not in word:

     # turns counter decreases with 1 (now 9)
        turns -= 1

    # print wrong
        print ("Wrong")

    # how many turns are left
        print ("You have", + turns, 'more guesses' )

    # if the turns are equal to zero
        if turns == 0:

        # print "You Lose"
            print ("You Lose"  )
```