

About Hangman

- Hangman is a Word Guessing Game.
- Game starts with all the alphabets of a word showing as blanks

```
(Ex: ____ will display for word : HANGMAN ).
```

- When you guess a correct alphabet, corresponding blanks get filled with that alphabet
 (Ex: Sequence 2 in the image below _ A _ _ _ A _)
- If you guess a wrong character, a body part of the man gets drawn and your number of lives reduces by one.
- The game ends in 2 ways:
 - 1. Guess all characters or complete word before all live finish, you WIN
 - 2. All lives are over before guessing the correct word, you LOOSE.
 - Anytime in the game, the player can guess the complete word (i.e. the user enters the complete word instead of entering a single character). In that case, if the user enters the correct word they win, otherwise they lose directly even is some lives are left.

Instructions

- Source code template available at: https://github.com/leangaurav/PythonTraining
 Use hangman template.py if you wish to.
- Watch to understand all test cases https://youtu.be/JRfKHk8sYkU
- Since Hangman game needs you to have a valid random word. Use following function to get random word. To get more info about how it works, see **RandomWord API** Project.

```
import urllib.request as request
```

```
def get_word():
    word = None
    try:
        # Replace with your URL here
        req_obj = request.urlopen('http://tuteurpy.pythonanywhere.com/randomword')
        word = req_obj.read().decode("UTF-8")
        word = word.strip()
    except Exception as e:
        print("Exception getting Random word", str(e))
    return word

if __name__ == '__main__':
    print(get word())
```

hangman_template.py

• Define function **show_menu()** to display a menu in loop:

```
    Play
    Rules
    Exit
    Enter 1/2/3 :
```

- Define and call functions for each option
 - print_rules():
 Print the rules of the game. Read rules from the file rules.txt present in template folder.
 - play_game():
 Add all the game logi. Use the get_word() function to fetch a random word.