

Python

About Hangman

- Hangman is a simple word guessing game.
- The game starts with all the characters of a word showing as blanks (like _____).
- When you guess a correct alphabet, the corresponding blanks get filled (Ex: Sequence 2 in the image _ A _ _ _ A _)
- If you guess a wrong character, a body part of the man gets drawn and your number of chances reduces by one
- The game ends in 2 ways:
 - ONE:** if you guess all the characters before the complete man gets drawn, you WIN
 - TWO:** If all your chances get exhausted 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. Irrespective of the number of remaining lives.*

Instructions

- Watch this video for live example of all test cases <https://youtu.be/M-djL-0nvNs>
- You may use the **hangman_template.py** file to start.
- Use the code from RandomWord API Project to get a random word.

```
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())
```

Completing hangman_template.py

- Define function **show_menu()** which displays a menu like this:

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

Depending on what user selects, it calls corresponding functions

- **print_rules():**
Print the rules of the game. Read rules from the file **rules.txt**
- **play_game():**
Implement game logic here. Use the **get_word()** function that you defined previously to fetch a random word.