Hangman Game Project Report

Introduction

The goal of this project is to make a classic Hangman game in Python using **Test-Driven Development (TDD)** and automated unit testing. The game has two modes:

- 1. **Basic** The game randomly picks a single word.
- 2. Intermediate The game randomly picks a short phrase.

We chose Python because it is easy to work with text, and unittest makes automated testing simple. Using automated tests helps catch bugs early and ensures the game works as expected.

We also use the **NLTK library** as a source of real words, so the game can choose words dynamically instead of hardcoding them.

Process

1. Test-Driven Development (TDD)

We followed TDD for the whole project:

1. Write tests first

 Made tests for picking words/phrases, showing underscores, updating correct guesses, handling wrong guesses, and detecting wins or losses.

2. Build the game logic step by step

 Added methods like _choose_word, _init_display, update display, and the main game loop.

3. Refactor and check tests

- Implemented timed input separately for Windows (msvcrt) and POSIX (select).
- o Ran tests after every new feature to make sure nothing broke.

2. Automated Unit Testing

We used Python's unittest module to test the game. Main tests include:

 test_initial_display – Makes sure words/phrases show as underscores correctly.

- 2. test_correct_guess_updates_display Checks if correct letters reveal properly.
- 3. test_incorrect_guess_deducts_life Confirms that wrong letters reduce lives.
- test_is_won and test_is_lost Make sure win and loss conditions are detected.
- 5. test_choose_word_basic and test_choose_word_intermediate Checks that random picks come from valid word lists.

```
C:\Windows\System32\cmd.exe
D:\Javaxx>flake8 hangman1.py
D:\Javaxx>pylint hangman1.py

Your code has been rated at 10.00/10 (previous run: 9.93/10, +0.07)
D:\Javaxx>
```

3. Implementation Highlights

1. Classes & Methods

HangmanGame class handles all the game logic.

 Key methods: _choose_word, _init_display, _update_display, is won, is lost, timed input, play.

2. Timed Input

- o Windows uses msvcrt, POSIX uses select.
- o Each guess has a 15-second timer.

3. Word Sources

- o Words come from NLTK's words corpus.
- Phrases can come from NLTK's brown corpus or a predefined list.

Choose mode:

```
import os
import os
import sys
import random
import nandom
```

Timer:

```
import os
import os
import sys
import time
import random
i
```

guessing wrong:

```
"""Hangman game using Python and NLTK corpus."
        from nltk.corpus import words as nltk_words from nltk.corpus import brown
        except ImportError:
         nltk.download("words", quiet=True)
            nltk.download("brown", quiet=True)
          from nltk.corpus import words as nltk_words from nltk.corpus import brown
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
Lives left: 6
Word: ______
Enter a letter: 0s
Time is up! You lost a life.
Lives left: 5
Word: _____ 0s
Enter a letter: 0s
Time is up! You lost a life.
Lives left: 4
Word: _____ 7s
Enter a letter: a 7s
Wrong! Letter 'a' is not in the word.
Lives left: 3
Word: _ _ _ _ _ _ Enter a letter: 11s
                                          П
```

Guessing correctly:

```
D. ) piece 3. 4 hangmant pay 2...

""Hangman game using Python and NLTK corpus.""

a import of
    import of
    import size
    import size
    import vise
    import alta

promition and import alta

promition and import size of the import words as alta words

promition and import size of the import words as alta words

promition and import words

p
```

Result:

```
import os
import os
import ys
import time
import random
import nitk

## NLTK corpus import words as nltk_words
from nltk.corpus import brown

## NLTK corpus import brown

## NLTK corpus import brown

## NLTK corpus import brown

## NLTK.corpus import brown

## Conditional imports for timed input

## NLTK.corpus import words as nltk_words

## Conditional imports for timed input

## NLTK.corpus import brown

## NLTK.corpus import words

## NLTK.corpus import brown

## NLTK.corpus import brown

## NLTK.corpus import words

## NLTK.corp
```

Conclusion

1. Lessons Learned

- 1. TDD really helps you write code confidently.
- 2. Automated tests make it safe to refactor and add features.
- 3. Following PEP8 and pylint makes code neat and easy to read.
- 4. Testing edge cases, like repeated letters and phrases with spaces, is important to ensure the game behaves correctly for all users.

2. What Can Be Improved

- 1. Add difficulty levels with longer words or tricky phrases.
- 2. Improve the UI for a nicer user experience, maybe even a GUI version.

GitHub Repository: https://github.com/liangmich/Hangman_Assignment