Intro:
Hangman is A simple command line game. It allows a user-input and will allows a visual output of the current hangman alongside the word that's being guessed at every term.

A single file named "hangman.py" and we'll have another python file called "word.py" that will hold a long list of words to use in the game.

Functions:

1) getWord(): returns a word for our game.
    a. For this function, we can create a list of words or import a list of words for the program to choose from.
    b. We want to choose a random word so we run the "import random" module.
    c. Better to return the word in upper case. (Looks a bit neat while printing lol)

2) Play(word): Actual gameplay for this program. You need to introduce different variables in this section:
    a. A variable to define the '_ _ ' (blank spaces for the word) and will be the same length as the chosen word. *Note: Initially, it will contain underscores and when we find the correct letters the underscores will be replaced with the letter.*
    b. Boolean variable "guessed", initialized to False. False means word hasn't been found yet.
    c. 2 separate lists- one which holds the letters guessed and the other that holds the word guessed.
    d. A variable to limit the "trials" like in general case its 6. So, we can create a variable holding a value 6, which means giving the user 6 trials.
    (Note: Its 6 because it consists of a head, 2 arms, 2 legs and a body)
    e. We can use a loop and can monitor 3 different cases (if/elif/else):
        i. If the user inputs 1 letter at a time.
        ii. If the user inputs the right word at once
        iii. Not a word

        Note: At this step we need to remember that user cannot input a number and can accept ONLY alphabets. The Boolean will be used in a case. Try to figure out.

3) If the user was able to guess (or not) the word, then print an ending message (Formal ending message)
4) Main function def main(): you can call functions in that
5) Additionally, if you want to run the game multiple times a while loop can be used. If you want to stop the game, the user in the main should give a 'N' or "No" to stop that program and "Y" or "Yes" to continue to play. (Here you will have to use a while loop because of the conditional check.)

(I will talk about creating this game independently later on, by independent I mean standalone)
For list of words: https://raw.githubusercontent.com/kiteco/python-youtube-code/master/build-hangman-in-python/words.py

For the hangman visual display: https://replit.com/@DevanshGoel/Hangmanfunction#main.py