import pygame

import random

# Initialize Pygame

pygame.init()

# Set up display

WIDTH, HEIGHT = 800, 600

win = pygame.display.set\_mode((WIDTH, HEIGHT))

pygame.display.set\_caption("Hangman Game")

# ASCII art for hangman stages

hangman\_pics = [

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# Game variables

hangman\_status = 0

words = ["PYTHON", "DEVELOPER", "HANGMAN", "PYGAME", "PROGRAMMING"]

word = random.choice(words)

guessed = []

# Fonts

LETTER\_FONT = pygame.font.SysFont('comicsans', 20)

WORD\_FONT = pygame.font.SysFont('comicsans', 40)

TITLE\_FONT = pygame.font.SysFont('comicsans', 60)

# Colors

WHITE = (255, 255, 255)

BLACK = (0, 0, 0)

# Setup game loop

FPS = 60

clock = pygame.time.Clock()

run = True

def draw():

win.fill(WHITE)

# Draw title

text = TITLE\_FONT.render("HANGMAN GAME", 1, BLACK)

win.blit(text, (WIDTH/2 - text.get\_width()/2, 20))

# Draw word

display\_word = ""

for letter in word:

if letter in guessed:

display\_word += letter + " "

else:

display\_word += "\_ "

text = WORD\_FONT.render(display\_word, 1, BLACK)

win.blit(text, (400, 200))

# Draw hangman ASCII art

hangman\_text = hangman\_pics[hangman\_status]

y\_offset = 300

for line in hangman\_text.split('\n'):

text = LETTER\_FONT.render(line, 1, BLACK)

win.blit(text, (150, y\_offset))

y\_offset += 20

pygame.display.update()

while run:

clock.tick(FPS)

for event in pygame.event.get():

if event.type == pygame.QUIT:

run = False

if event.type == pygame.KEYDOWN:

if event.unicode.isalpha():

letter = event.unicode.upper()

if letter not in guessed:

guessed.append(letter)

if letter not in word:

hangman\_status += 1

draw()

won = True

for letter in word:

if letter not in guessed:

won = False

break

if won:

print("You WON!")

break

if hangman\_status == 6:

print("You LOST!")

break

pygame.quit()