Hangman in Python

To run my version of Hangman in python, one opens the file “Hangman.py” with a copy of “RandoWord.py” in the same folder, then tells Python to run the module. Depending on which OS is used, the turtle graphics window may take up some of the screen or might not be visible. Adjusts windows as necessary and answer the prompts in the Shell. Choose PvP by entering “1” to the first question, which also means that a Word must be entered for another to guess (to properly play Hangman). Or else entering “2” will get a PvC game mode, where the game will choose a random word from a list of 50 words it knows. An invalid input at the first question will quit the program. On the first wrong guess, the user will need to wait a moment for the hangman display to stop drawing to guess another letter. Once completed in success or failure, the program will need to be run again to play another game.