HANGMAN GAME

Example:

The following example game illustrates a player trying to guess the word *hangman* using a strategy based solely on letter frequency. As the player continues, a part of the stick figure on the noose is added. Once a full body is drawn, the game is over, and the player lost.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | [Hangman-0.png](https://en.wikipedia.org/wiki/File:Hangman-0.png)   |  |  | | --- | --- | | Word: | **hangman** | | Guess: | E | | Misses: |  | |
| 1 | [Hangman-1.png](https://en.wikipedia.org/wiki/File:Hangman-1.png)   |  |  | | --- | --- | | Word: | **\_ \_ \_ \_ \_ \_ \_** | | Guess: | T | | Misses: | e | |
| 2 | [Hangman-2.png](https://en.wikipedia.org/wiki/File:Hangman-2.png)   |  |  | | --- | --- | | Word: | **\_ \_ \_ \_ \_ \_ \_** | | Guess: | A | | Misses: | e, t | |
| 3 | [Hangman-2.png](https://en.wikipedia.org/wiki/File:Hangman-2.png)   |  |  | | --- | --- | | Word: | **\_ A \_ \_ \_ A \_** | | Guess: | O | | Misses: | e, t | |
| 4 | [Hangman-3.png](https://en.wikipedia.org/wiki/File:Hangman-3.png)   |  |  | | --- | --- | | Word: | **\_ A \_ \_ \_ A \_** | | Guess: | I | | Misses: | e, o, t | |
|  | [Hangman-4.png](https://en.wikipedia.org/wiki/File:Hangman-4.png)   |  |  | | --- | --- | | Word: | **\_ A \_ \_ \_ A \_** | | Guess: | S | | Misses: | e, i, o, t | |
| 6 | [Hangman-5.png](https://en.wikipedia.org/wiki/File:Hangman-5.png)   |  |  | | --- | --- | | Word: | **\_ A \_ \_ \_ A \_** | | Guess: | N | | Misses: | e, i, o, s, t | |
| 7 | [Hangman-5.png](https://en.wikipedia.org/wiki/File:Hangman-5.png)   |  |  | | --- | --- | | Word: | **\_ A N \_ \_ A N** | | Guess: | R | | Misses: | e ,i, o, s, t | |
| 8 | [Hangman-6.png](https://en.wikipedia.org/wiki/File:Hangman-6.png)   |  |  | | --- | --- | | Word: | **\_ A N \_ \_ A N** | | Guess: |  | | Misses: | e, i, o, r, s, t | |
| The guessing player has lost this game as the diagram had been completed before all the letters were guessed. | | |