User guide

Program description

The Hangman game is where players guess the letters in the secret word before the hangman figure is complete. Features of my game are a graphical interface built with tkinter, 10 tries to guess the word correctly, letter buttons that disable after use and different end screen theme depend on the win/lose case.

Files Required

Files required for this program are Hangman.py (main game logic and UI setup), hangman_figure.py (drawing of hangman figure), Hangman_endScreen.py (win/lose screens), hangman_helpers.py (button and display utilities). In order to run the program, user need to install python 3.x.

Instructions

In order to launch the game, user need to open the app for python language and navigate the folder containing the hangman.py file and run the game.

How to play

In this game, player needs to guess the hidden emotion-related word by clicking alphabet letters. The interface is divided into two sections (left/right). The left section has a brief description of the game lore, the word display (_ _ _ _), the attempt counter, a-z buttons and a quit button and right section is for the hangman figure to draw.
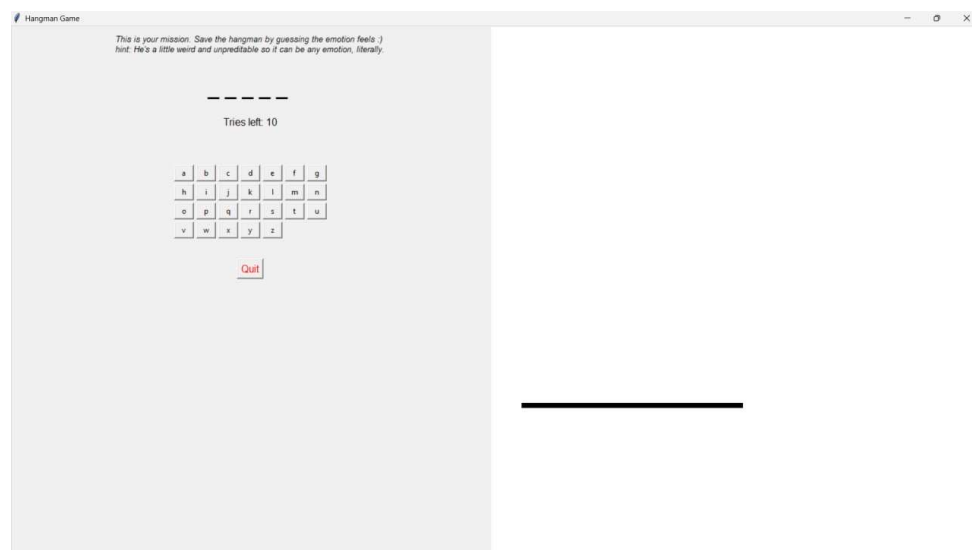
Guessed letter/letters will be appeared at their corresponding place if the guessed letter is correct. Tries will be reduced by 1 and a stroke for the hangman figure will be appear for every incorrect guesses.
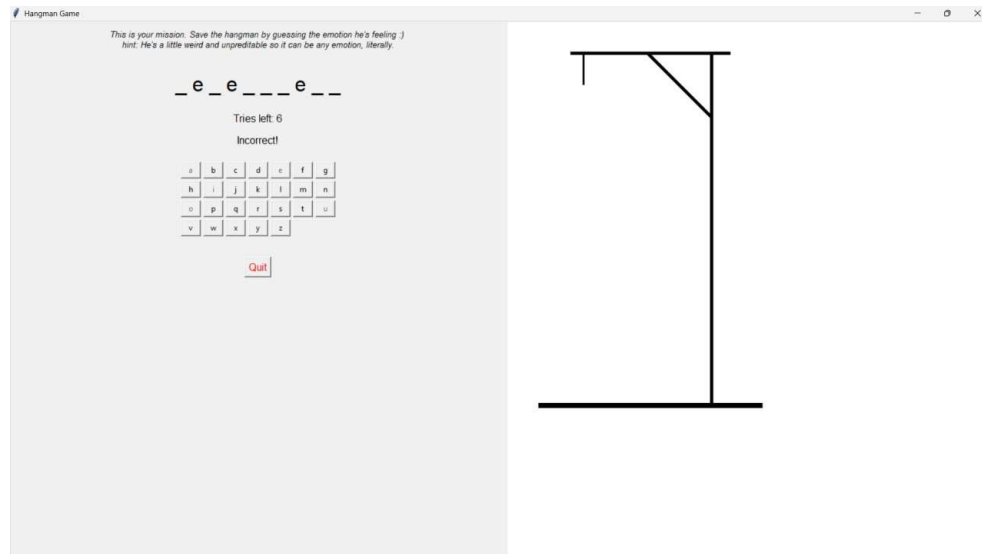
Player must guess all before tries run out aka hangman figure is fully drawn to WIN the game. The yellow background with positive feedback will be appear if the play win.
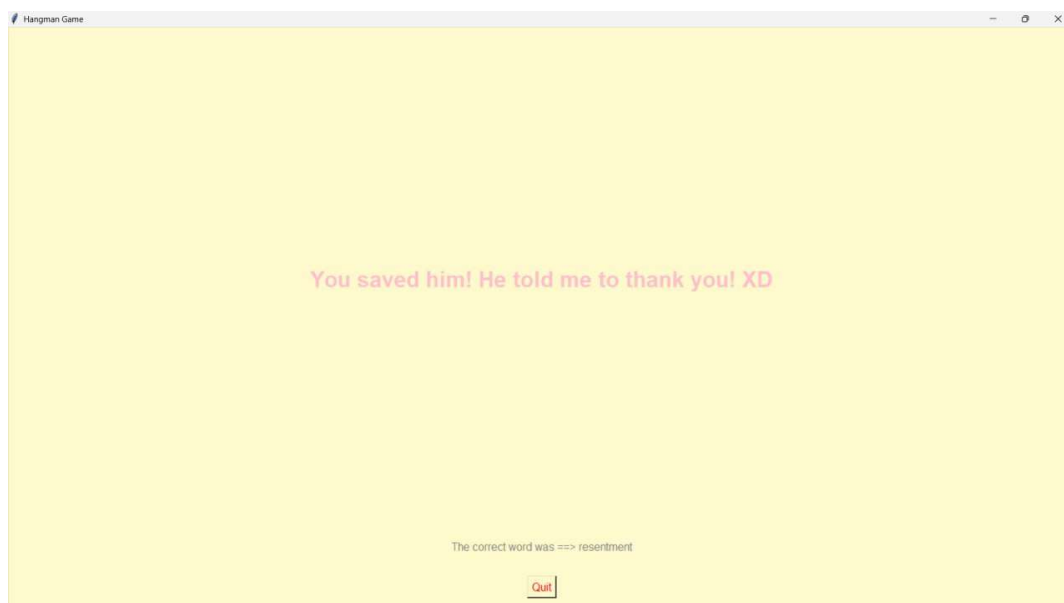
Otherwise, black background with red text will appear instead.
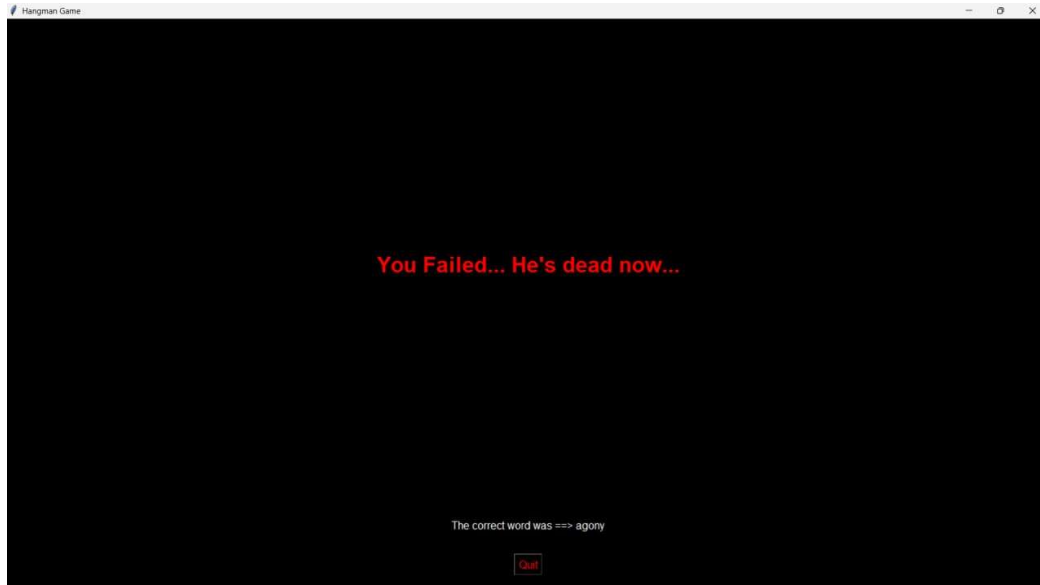
Error messages user may encounter

ModuleNotFound error ➔ Ensure that python 3.x is installed

Blank/unresponsive UI ➔ Make sure all the files are in the same folder and named correctly

Additional note: User may need to run the game in a laptop for the game to work properly.