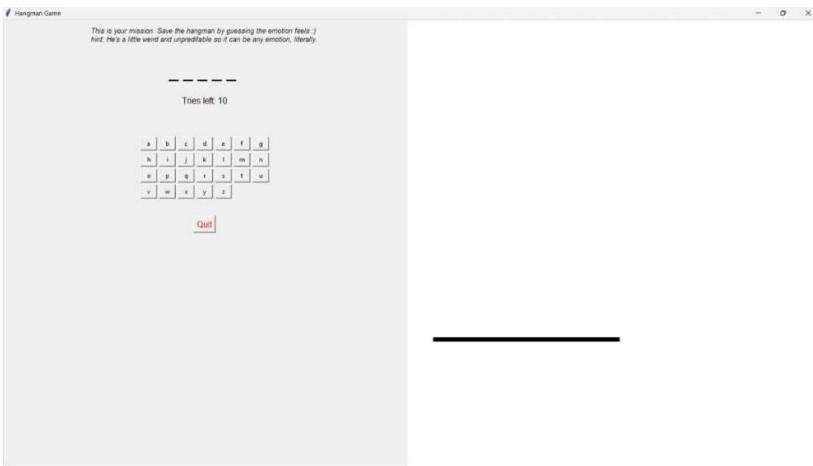
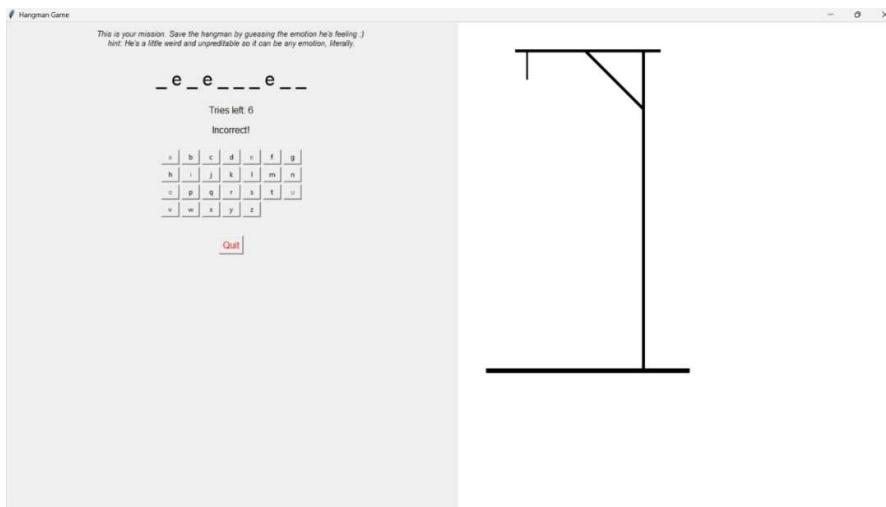


The goal for this project is to make a functional game that is fool-proof, easy to play and a game for people who want to practice or improve their emotion-related vocabulary knowledge (Why emotion? Because I want to and I think it's astonishing to know how much vocabularies in English to describe all sort of emotions!) but also have fun with it as well as to test myself on everything I learned throughout the course.

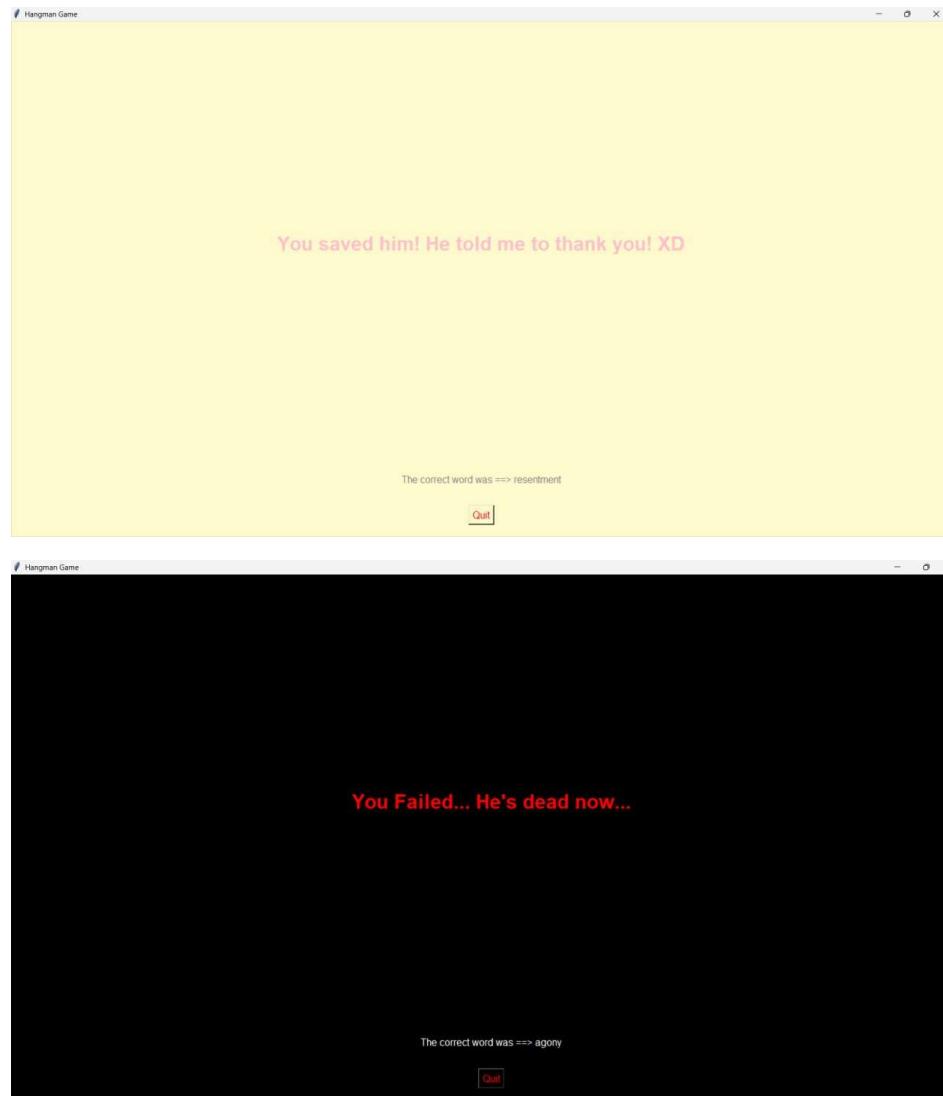
In this game, hangman, users will have to guess a random secret word in the blank by tapping the letter buttons.



The letter/letters will appear in the blank if the guess is correct. Otherwise, a stroke of the hangman figure will appear on the screen. Each letter can only be used once.



Once all the letters are guessed or hangman figure is complete, the game will end.



In this program, I used Object-Oriented Structure (HangmanGame) to encapsulate all the game logic and UI components, GUI components (frame for organizing the layouts, label for text display, button for guessing letters and to quit the program, canvas for hangman figure) for simple and easy interactions with user, and separated files with each purpose to use them as module to reduce compilation time and make them look more organized. The game's interface will change depending on the state of the game.

As for potential constraints/problems:

- Size of canvas is fixed (450x650) which means it cannot adapt to changing in window size.
- New tools such as lambda are a bit confusing since they're new to me but they are useful
- Making development plan is difficult and confusing since I've never done that before
- Calculating the coordinates for hangman figure, Placing and managing widgets takes a lot of time and mistakes
- Updating the display depending on the state of the game was also one of the challenges
- The need to think about some creative way for the game is fun but has to discard some since they're hard to follow
- The game only works on pythons

Improvements can be made are:

- Adaptable display
- Optimization for other devices such as phone and tablet
- Score tracking
- Animated end screen and transitions
- Better drawing of hangman
- Better placement of the widgets and canvas
- Homepage for the game
- Sound effects
- Story to make the game more interesting
- Ability to save and restart the game