ABSTRACT:

This is a simple Hangman game using Python programming language. We can use this as a small project to boost their programming skills and understanding logic. The Hangman program randomly selects a secret word from a list of secret words. The random module will provide this ability, so line 1 in program imports it. Hangman is a popular word game in which one player (the "chooser") chooses a secret word and another player (the "guesser") attempts to guess the word one letter at a time. If a guessed letter appears in the word, all instances of it are revealed. If not, the guesser loses a chance. If the guesser figures out the secret word before he or she runs out of chances, he or she wins. If not, the player who chose the word wins.

In learning foreign language such as English, a learner should have motivation in order to have willingness to learn. This study is an attempt to investigate the students' motivation in learning English by using Hangman Game. And this study was to find out if the use of Hangman game motivates the students in learning English. The method used in this study was quantitative with experimental research design.

1. INTRODUCTION:

Good morning our respected professor and everyone who is present here! Going back to our old school days, some of the pen-paper games were always a top for our leisure time. We had designed this "HANGMAN" game and we are here to discuss about it with everyone. It might look a little elaborate but also more fun.

Hangman is a popular word guessing game where the player attempts to build a missing word by guessing one letter at a time. After a certain number of incorrect guesses, the game ends and the player lose. The game also ends if the player correctly identifies all the letters of the missing word.
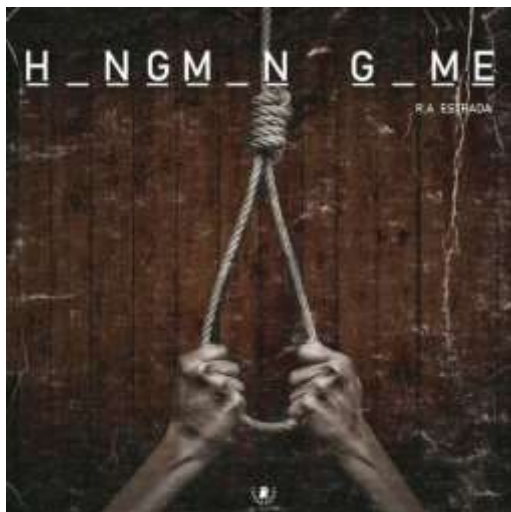
A classic way to practice the alphabet and vocabulary are by using Hangman game. Hangman game can be called as one of language game which can be used by teacher to teach the students about alphabet and vocabulary.

It means that by using Hangman game, the students can practice the alphabet and vocabulary which is really important for their English skill and it can also create fun atmosphere in teaching learning activity

2. METHODOLOGY

BASIC HANGMAN GAME

1)Select one person to be the "HOST". This is the person that invents the puzzle for the other respective person to solve. They will be tasked with choosing a word or phrase that "the players" will have to solve.

2)If you are the host, choose a secret word. The other players will need to guess your word letter by letter, so choose a word you think will be difficult to guess. Difficult words usually have uncommon letters like "z" or "j", and only a few vowels.

3)Draw a black line for each letter in the word. For example, if the host chooses the word "zipper," she/he would draw six blanks, one for each letter (_ _ _ _ _). The host does not tell anyone else the secret word

4)Start guessing letters if you are the player. Once the word has been chosen and the players know how many letters in the secret word, begin guessing which letters are in the word by asking the host. For example, you might begin by asking the host. For example, you might begin by asking, " is there an 'e' in your word?"

5)Fill the letter in the blanks if the players guess correctly. Whenever the players guess a letter that is in the secret word, the host fills in into the blank where it occurs. For example, if the word is "zipper" and the players guess "e," then the host will fill in the 5th blank with an "e:" (_ _ _ _ e _).

6)Draw part of the "hangman" when the players guess wrong. Whenever the players guess a letter that is not in the secret word they get a strike that brings them closer to losing. To show this, the host draws a simple stick figure of a man being hung, adding a new part to the drawing with every wrong answer. This is also where you can adjust the difficulty of the game - - the more marks you make, the more wrong guesses the player gets and the easier the game is.

7)The players win when they guess the correct word. If the players get every letter of the word before the host finishes drawing then they win. At any point a player can try to guess the entire word instead of a single letter, but if they guess the wrong word then the host should treat it as if they guessed a wrong letter

FLOWCHART:
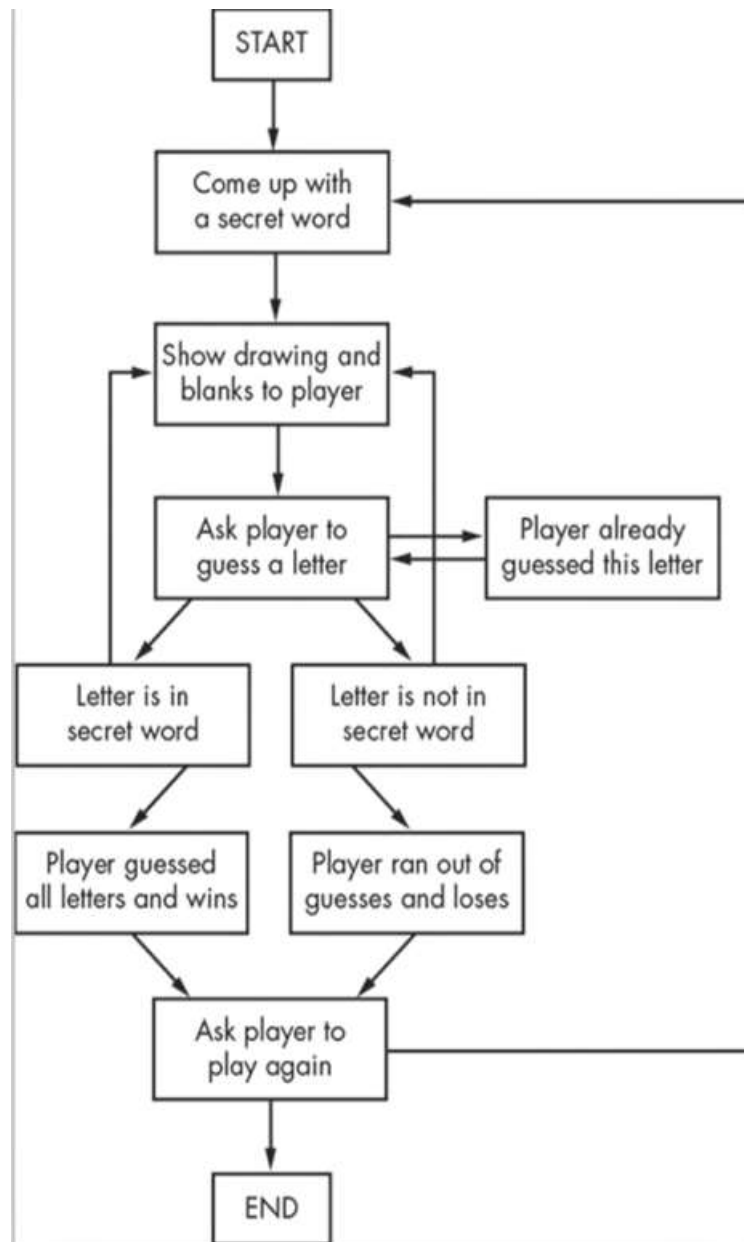
3. DISCUSSION

Sample Output:

1st output:

```
Enter Your Name:PNHS
Welcome PNHS !
----------------
Try to guess the word in less than 10 attempts
Guess the words _ _ _ _ _
d
Guess the words d_ _ _ _
r
Guess the words dr_ _ _
a
Guess the words dra_ _
i
Guess the words drai_
n
drain
You won!
> |
```

2nd output:

```
Enter Your Name:PNHS
Welcome PNHS !
----------------
Try to guess the word in less than 10 attempts
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
q
9 turns left!!!
----------------
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
w
8 turns left!!!
----------------
        O
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
x
7 turns left!!!
----------------
        O
        |
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
y
```

```
6 turns left!!!
----------------
         O
         |
        /
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
z
5 turns left!!!
----------------
         O
         |
        / \
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
p
4 turns left!!!
----------------
        \O
         |
        / \
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
q
3 turns left!!!
----------------
        \O/
         |
        / \
```

```
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
w
2 turns left!!!
----------------
        \O/ |
          |
        / \
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
z
only 1 turns left!!! hangman on his last breadth
------------------
        \O/_|
         |
        / \
Guess the words _ _ _ _ _ _ _ _ _ _ _ _
x
you loose
you let a good man die
> |
```

Here are the two ways for 'The Hangman Game'.

Hangman is a word game in which the player is trying to guess a secret word. The player guesses letters, one at a time, and is told where each such letter appears in the secret word. If a guessed letter does not appear at all, it is considered a mistake. If the player makes ten mistakes in total, the game is lost.

4. Concluding Remarks

This is a simple Hangman game using Python programming language. We can use this as a small project to boost their programming skills and understanding logic. The Hangman program randomly selects a secret word from a list of secret words. The random module will provide this ability, so line 1 in program imports it. Hangman is a popular word game in which one player (the "chooser") chooses a secret word and another player (the "guesser") attempts to guess the word one letter at a time. If a guessed letter appears in the word, all instances of it are revealed. If not, the guesser loses a chance. If the guesser figures out the secret word before he or she runs out of chances, he or she wins. If not, the player who chose the word wins.

5. Future Work:

Throughout the creation of Hangman Edition, the program worked efficiently.

Although the program took longer than expected to work, the coordinates of each alphabetical letter, the Hangman structure, and the blank spaces for each of the letters were easily plotted on the Proteus and appeared with the visually appealing look that was intended. However, the coordinates for each letter varied from the actual coordinates of the letters when touching the screen to choose a letter. The coordinates had to be printed off on the screen to determine their actual location on the Proteus, which caused the x and y coordinates for each word's letters to differ. Due to the time constraint, not all of the additional features were able to be fulfilled and added to the game, causing the game to only have one difficulty level and for the option to play with Hangwoman to not be available. If given more time to complete the project, more words and difficulty levels would have been added. Hangwoman would become an option instead of just playing with Hangman. Since the code was significantly long, logical operators could have been used to replace the extensive loops, while less variables could have been used with the repetition and selection structures to complete the program.

References:

McLoone, Jon (13 August 2010). "25 Best Hangman Words". Wolfram Research. Archived from the original on 15 August 2010. Retrieved 14 March 2015.

THANK YOU