

PEAS For HangMan Game :

- **Performance measure:** In Hangman, the performance measure is to correctly guess the hidden word within a limited number of attempts. The number of attempts remaining can be used as a performance measure.
- **Environment:** The environment in Hangman is the game itself. The game consists of a hidden word, which the player must guess by suggesting letters. The player has a limited number of attempts to guess the word correctly.
- **Actuators:** The actuators in Hangman are the buttons or keys that the player uses to select a letter to guess. The game interface should provide buttons or keys for the player to make their guesses.
- **Sensors:** The sensors in Hangman are the inputs that the game receives from the player. These inputs consist of the letters that the player guesses. The game interface should provide a way for the player to input their letter guesses.