**Pfun Project**

**Hangman**

* The code begins with importing 3 modules. Module **emoji** is used for printing emojis, module **random** is used for randomly choosing the words from the lists defined for the participants to guess in the game.
* A function named is defined which has the parameter **result** which is either a **yes** or a **no** based on if the participant won or lost their previous game.(**Tic-tac-toe)**
* 3 lists are defined containing the words which would be randomly chosen and given to the participants for guessing.
* Default variable is used for printing dashes for words which are to be guessed by the participant.
* Score is then initialised by 0.
* Through if-conditions, it is checked whether the participant has won or lost the game in Tic-tac-toe.
* The participant who won the game in Tic-tac-toe will get 3 words to choose hence the range for the for-condition would be 3. Similarly the participant who lost will get 2 words to guess.
* Through while loop input from the participant is taken and if the input from the participant is not a letter, an error is generated and the participant is asked for an input.
* If the input by the participant is not in the word generated by the system, the 3 lives given to the participant is reduced by 1 and the letter is printed.
* At the end of the game the score of the participant in the form of 1(if the player won) and 0(if the player lost) is returned.
* A function **Hangman\_art** is defined for printing the art of hangman. As described earlier each player has 3 lives for each guess. For the first wrong guess the face and hands of the hangman is printed. Upon 3 wrong guesses the whole figure of the hangman is printed and the looses the game.
* At the end of the game the result of both the players are saved in tuples in variables called score 1 and score 2. After comparing both the scores of the players the winner is decided.