

Hangman

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July 11, 2014

Problem Statement

■ Hangman Game



Approach

- Pick a word randomly.
- Take input from user.
- Matching the input with the word.

Tools Used

- Python
 - curses
- LaTeX beamer

Functions used

- `random()`
- `strip()`
- `join()`
- `replaceletter()`
- `error()`
- `curses.initscr()`
- `myscreen.addstr()`
- `myscreen.refresh()`
- `myscreen.getkey()`
- `curses.endwin()`

Implementation

- Random access of words from a file.
- Creating blanks string.
- Replacing letter in it's correct position.
- Producing diagram of hangman using curses(If wrong).

What we have learnt

- Python
 - Curses
- LaTeX Beamer
- Team work
- Self-learning

Challenges we have faced

- Replacing a repeated letter
- Creating figure of hangman using curses

Statistics

- number of functions used - 07
- 133 lines of code

