

# Hang man

## Class hangMan

### Member functions

def `__init__(self, correct_word)` - sets the correct word for the game

def `getGuesses(self)` - sets the number of guesses

def `getHints(self)` - sets the number of hints and display

def `play(self)` - play the game

- get user guess, 1 letter
- validate that guess - `def validate(self)`
- update score board

### Score board:

Number of guesses: \_

Number of hints: \_

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def `win(self)` - checks if the game is over, weather out of attempts or got correct word