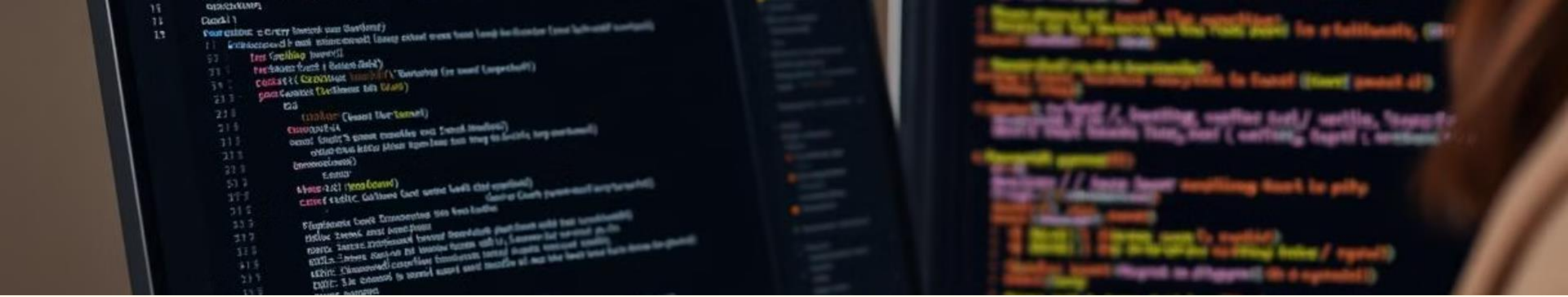
Introduction to Hangman: The Classic Word Guessing Game

Hangman is a classic word guessing game where players try to guess a hidden word by suggesting letters. The game is played on a board with a blank space for each letter in the word. Incorrect guesses lead to parts of a stick figure being drawn, until eventually, the full hangman is complete.

By Boolean Autocrats



Python: The Perfect Language for Building Hangman

1 Flexibility

Python allows for a clear and structured approach to building the game logic.

2 Ease of Use

Its beginner-friendly syntax makes it accessible for programmers of all levels.

3 Libraries

Python has excellent libraries for handling user input, displaying graphics, and generating random words.

4 Community

The vibrant Python community provides ample support and resources for learning and problem-solving.

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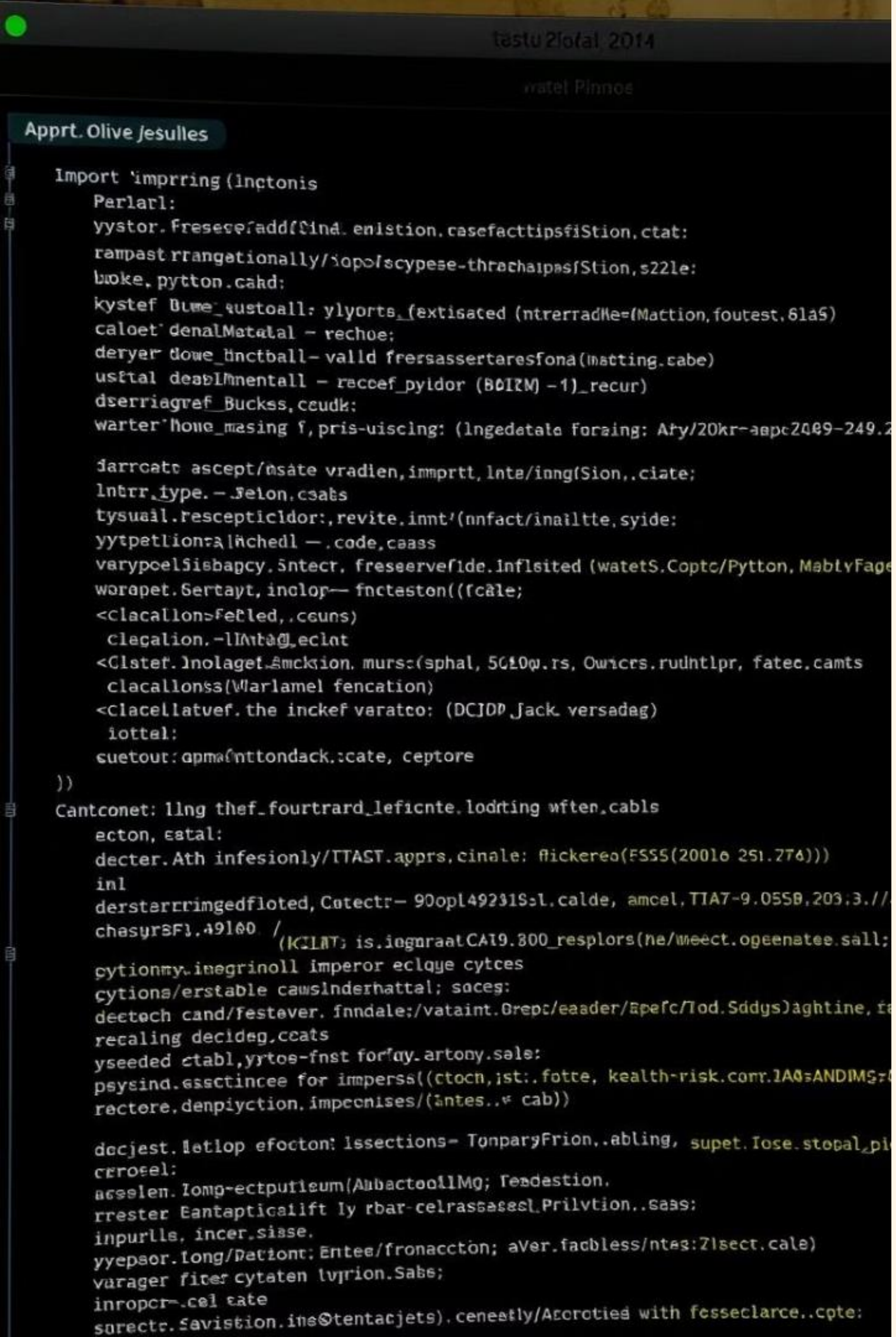

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Setting Up the Game: Importing Modules and Initializing Variables

1

Import Modules

We start by importing necessary modules like `random` for word selection and `time` for controlling the game's pace.

2

Initialize Variables

We define variables to store the word to be guessed, the number of incorrect guesses allowed, and the list of guessed letters.

3

Set Up Game Board

We initialize a list or string to represent the hidden word, initially filled with underscores.

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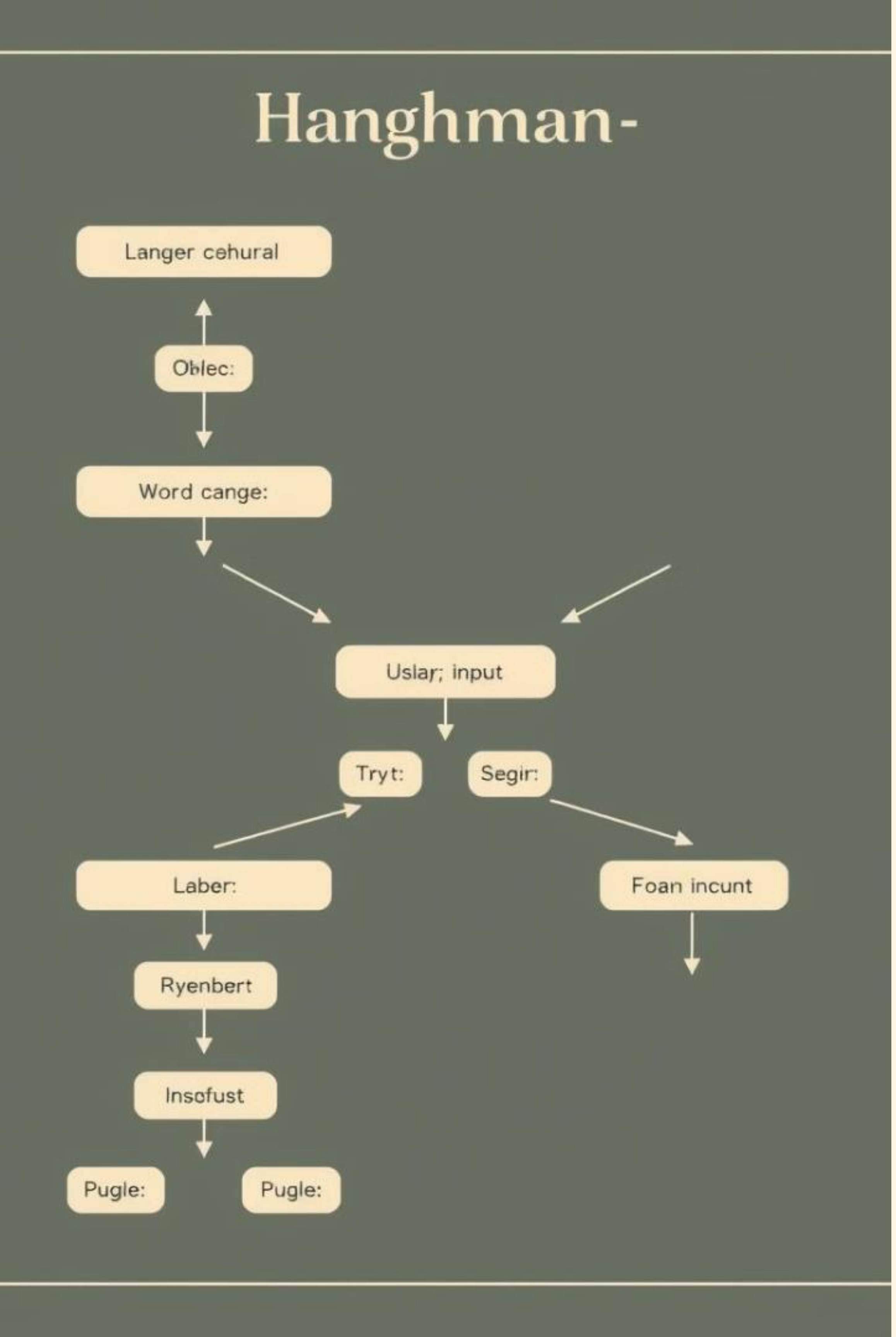

Designing the Game Loop: Handling Correct and Incorrect Guesses

1

Input Letter

The player enters a letter as a guess.

2

Check Guess

The program checks if the letter is in the word.

3

Update State

If correct, the letter is revealed on the board. If incorrect, the hangman figure is updated.

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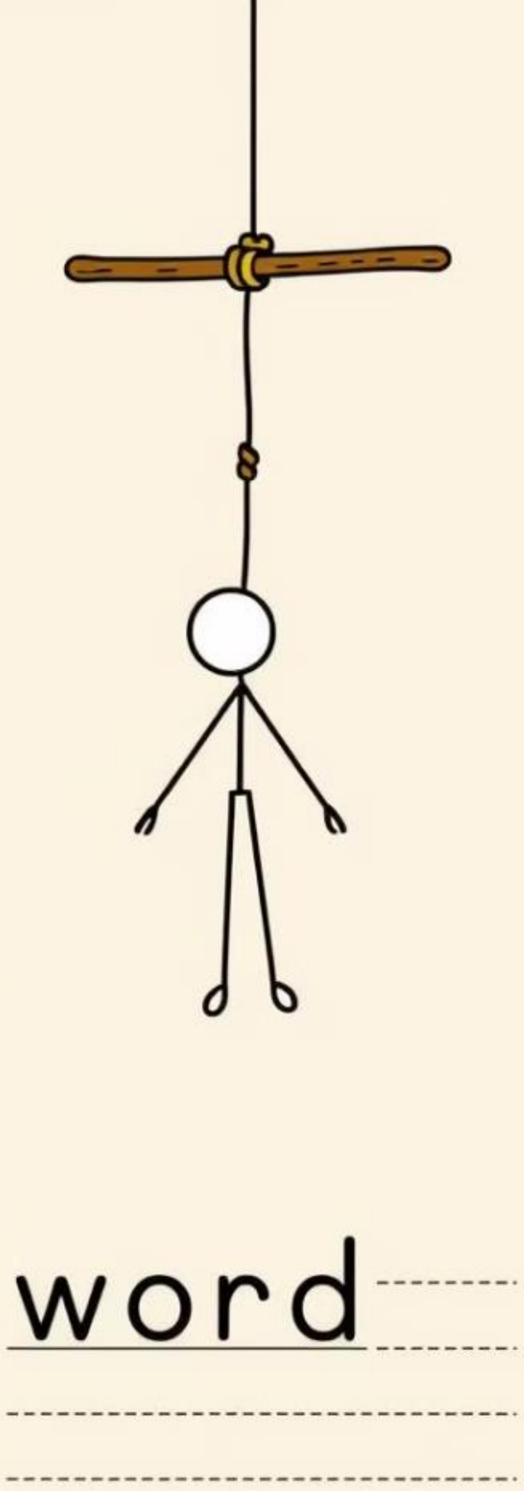

Displaying the Hangman Visuals: Creating the Hangman Diagram

Gallows

The gallows is a vertical beam with a horizontal crossbar.

Rope

The rope connects the hangman to the gallows, forming a noose around the neck.

Head

The head is a circle that is drawn after an incorrect guess.

Body

The body is a rectangle that is drawn after multiple incorrect guesses.

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Implementing the Word Selection: Using a Word List or Random Generation

Word List

A list of pre-defined words can be used, either from a file or within the code itself.

- Easy
- Medium
- Hard

Random Generation

A random word generator can be used to select a word from a dictionary or a specific category.

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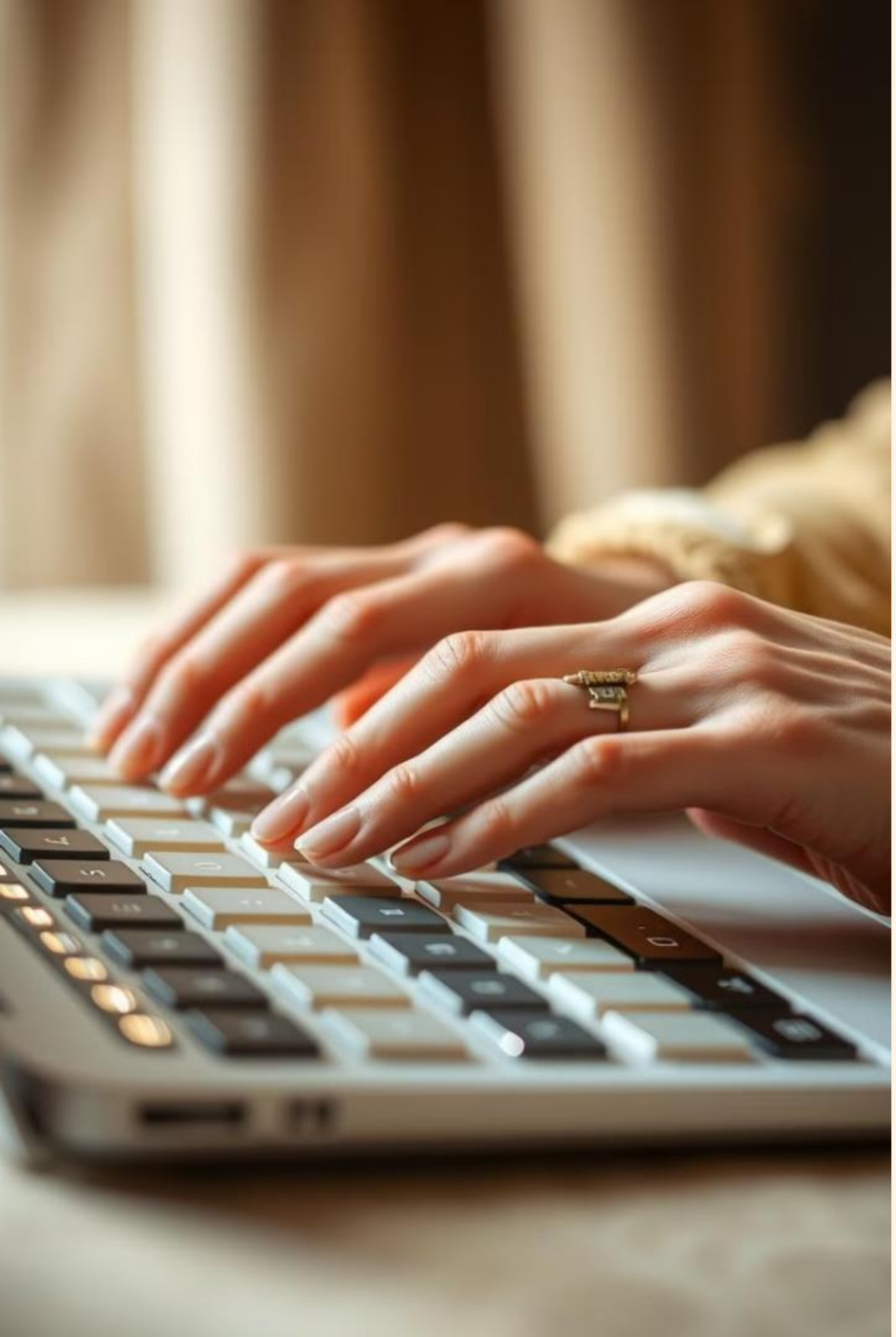

Adding Interactivity: Accepting User Inputs and Providing Feedback

Input	Feedback
Correct Guess	Reveal letter on the board
Incorrect Guess	Draw a part of the hangman figure, update the number of guesses remaining, and provide a message to the user.

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Conclusion and Next Steps: Enhancing the Game and Exploring Further Possibilities

Difficulty Levels

Implement multiple difficulty levels by adjusting the word length or complexity.

Themes

Introduce themes like animals, countries, or famous people by using relevant word lists.

Graphics

Improve the visual appeal by using graphics libraries to display the hangman figure and the game board.

Multiplayer

Allow two players to compete against each other in a turn-based game.

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