Here’s a description you can use for your Hangman game project 👇

Hangman Game Description

This is a two-player Hangman game implemented in Python.

Player 1 secretly enters a word (hidden from Player 2 using the getpass module so it doesn’t appear on the screen).

Player 2 then tries to guess the word by entering one letter at a time.

The game starts with 6 lives, and for every wrong guess, one life is lost.

Correct guesses reveal the positions of the letter in the secret word.

Wrong guesses are stored in a list so the player can avoid repeating them.

If Player 2 successfully reveals the whole word before running out of lives, they win.

If lives reach zero before the word is guessed, Player 1 wins.

The game continues in a loop until Player 1 chooses to quit by entering Q as their name.

This project demonstrates:

✔ Input handling

✔ String manipulation

✔ Use of loops and conditionals

✔ The getpass module for secure input

✔ A real-world style two-player guessing game