



Project- Week-1

Hangman

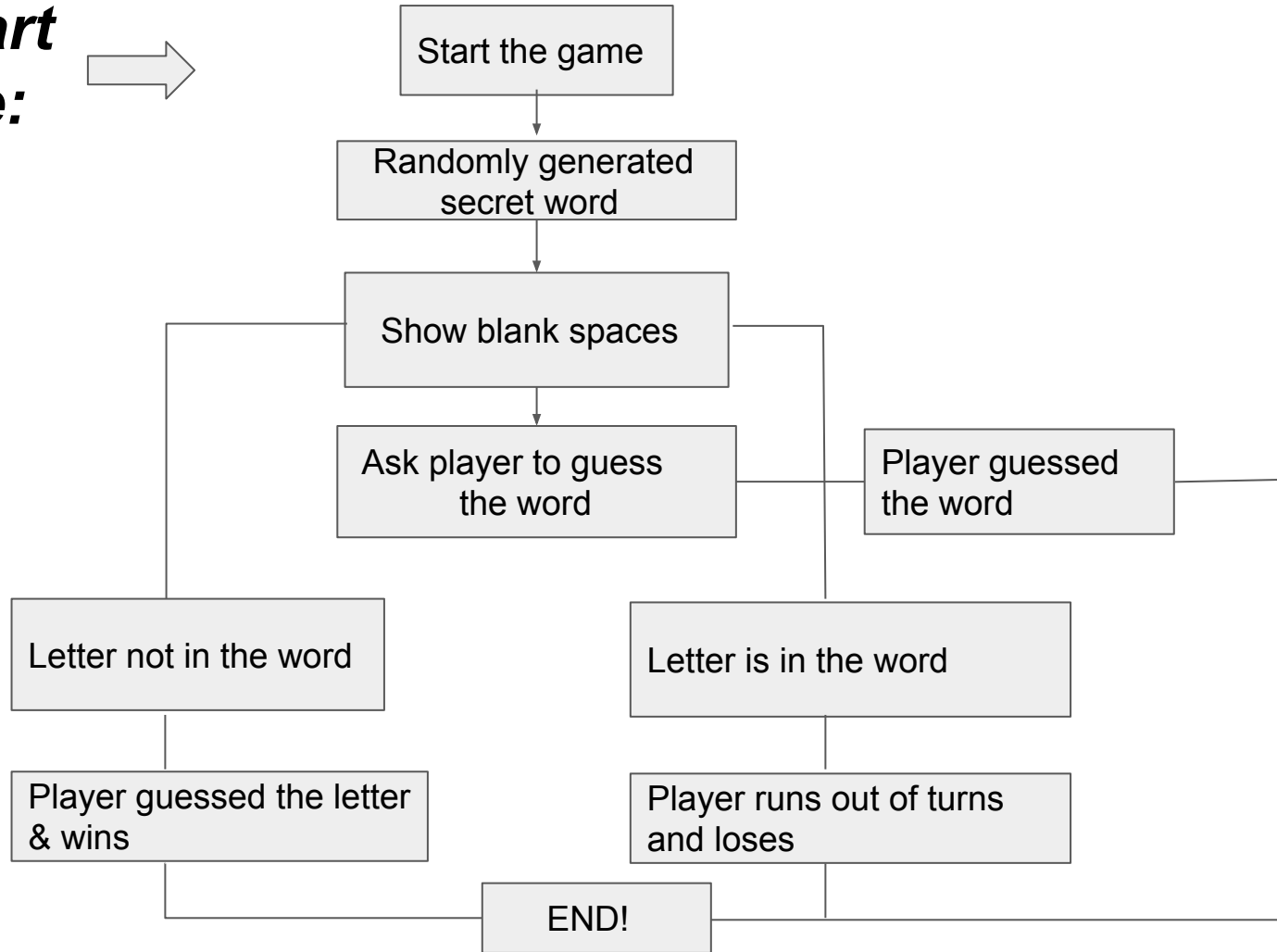
Ayub Pathan

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Rules to play game:

1. Guess word is created randomly
2. User has to provide a letter to fill in blanks to complete the word
3. Totally assigned lives/turns are 5 (as defined in this game)
4. Keep guessing the word until you succeed
5. If you guess the word correctly, you will win
6. If you run out of turns, then hangman will be hanged and game will be over!

Flow chart for game:



Work-flow:

1. Selection of project
2. Project planning
3. Scrolling through resources to know more about the game
4. Writing codes

Challegendes

1. To write code with very basic knowledge was a great challenge for me
2. Writing functions and recalling function in function
3. Alt was great experience learning; however, also full pack coding and thinking which was not done before.

Possible improvement:

1. Asking user to play again
2. Importing hangman images into code instead making them with dictionary

Link to Demo:

http://localhost:8891/notebooks/Untitled10.ipynb?kernel_name=python3#

Thank you