



Hangman Game Project

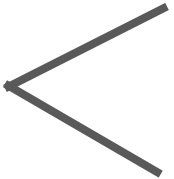
Alberto Ranz

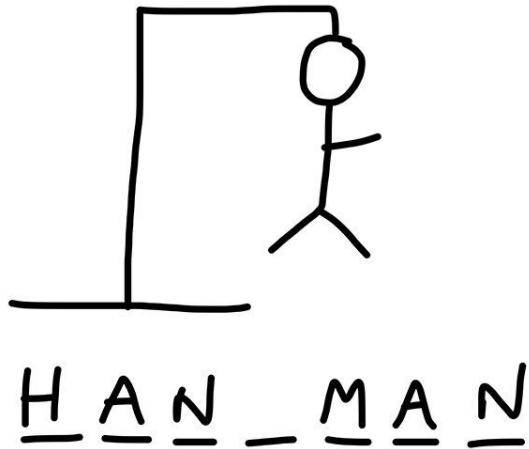
DA FT RT MAY2021



Hangman - Description and Rules

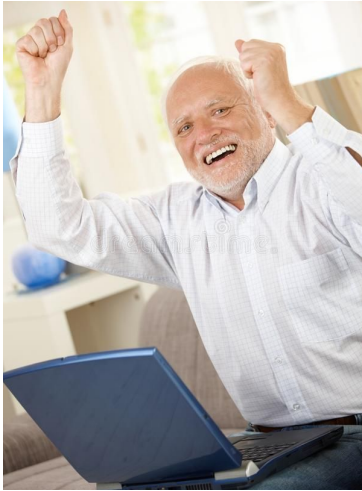
Guess the word _ _ _ _ _

Enter a letter  Correct: the letter appears in place
Wrong: one life less.



Hangman

If all letters are guessed
before all lives are lost: WIN.



If all 7 lives are lost:
GAME OVER.



Workflow



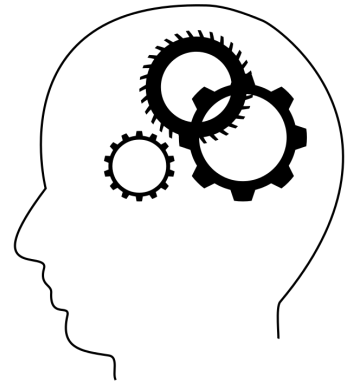
- Game choice.
- Repo clonation from Github.
- Research: I visited the link of the game, read the rules and played for a while to understand the behaviour of the programm.
- Pseudocode.
- Full Code: lots of trial and error and researching.
- Test.
- Update Readme and create .gitignore.
- Preparation of presentation.



Challenges



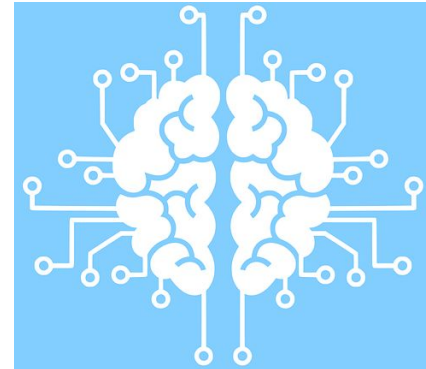
- Ordering the possibilities and making the structure.
- Writing the code.
- Tried several ways, firstly without WHILE loop.
- Carrying on when stuck.
- Implementing a def function.



Learnings



- How to plan and code a small program.
- The big difference between pseudocoding and real coding.
- Consolidate knowledge of python (only a little bit).
- How to resolve certain problems, and changing the approach when getting stuck.
- Implementing def functions.





Possible future improvements

- Having a bigger word collection.
- Having also phrases to guess instead of only words.
- Returning a message saying to enter a letter in case the entered character is not a letter.
- Having a word suggestion as clue.

