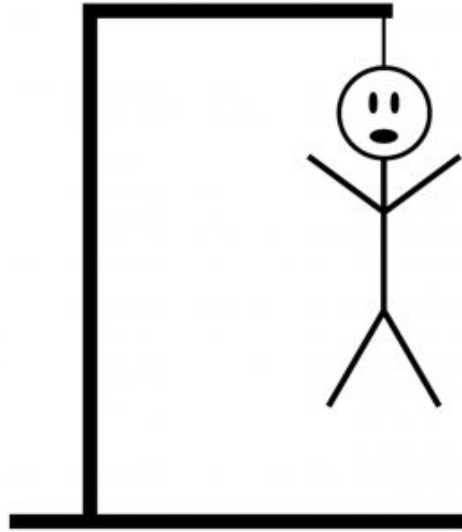


Build the Hangman Game using Python

By, Archana Chaudhari

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Hangman Game

Implementation steps

- Player One picks a secret word and draws a line for each letter in it (you will use an underscore to represent each line).
 - Player Two tries to guess the word one letter at a time.
 - If Player Two guesses a letter correctly, Player One replaces the corresponding underscore with the correct letter. In this version of the game, if a letter appears twice in a word, you have to guess it twice.
- OR
- If Player Two guesses incorrectly, Player One draws a body part of a hanged stick figure (starting with the head).
- If Player Two completes the word before the drawing of the hangman is complete, they win. If not, they lose.

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Algorithm

- **Step 1:** Generate the **Word to be guessed**. This word is generated from a file which consists of many words. Since each time a new word must occur, it must be randomly generated from the file.
- **Step 2:** Create the row of dashes in which the guessed letter can be inserted

- **Step 3:** Ask the user to guess the word. Here you have many different conditions to handle, you can do it by using conditional constructs
 - if the player enters more than one letter at a time
 - If the player hits enter without entering any letter
 - If the player repeats the letter that he has already guessed, then display the list of guessed letters
 - If all of the above conditions fail, use an else block to append the guessed letter to the list of guessed letters
 - If the guessed letter is wrong, ask the user to guess again
 - if the guessed letter is correct, insert that letter in the correct position
 - Finally, if the whole word is guessed correctly, the player wins or if only the guessed letter is correct, ask the user to guess the next word

- For details- https://www.youtube.com/watch?v=e3y_CMtg2OU