#### **Documentation**

#### 1. Project Overview

The Hangman project is a simple word-guessing game implemented in Python. In this game, a player tries to guess a randomly chosen word by suggesting letters or the entire word within a limited number of attempts.

## 2. Project Structure

- hangman.py The main script that runs the Hangman game.
- words.py A module that contains a list of words from which a random word will be chosen for the game.

## 3. Code Explanation

## get\_valid\_word()

This function selects a random word from the word list provided in the words.py file. The word is returned in uppercase for uniformity during comparison in the game.

## play(word)

This function handles the core game logic. It:

- Initializes variables for tracking the game state (word completion, guessed letters/words, tries left).
- Asks the player for their name and welcomes them.
- Runs a loop where the player can guess letters or the entire word until they either win or run out of tries.
- Updates the game state based on the player's guesses and displays the current hangman figure and the guessed portion of the word.

#### display\_hangman(tries)

This function returns a string representing the current state of the hangman figure based on how many incorrect guesses the player has made.

### main()

The main() function starts the game by calling get\_valid\_word() and play(). After the game ends, the player is asked if they want to play again.

### 4. How to Run the Code

1. Clone the repository to your local machine:

git clone <repository-url>

- 2. Ensure you have Python 3 installed.
- 3. The words.py file must include a list named word\_list, which contains the words for the game:

word\_list = ["python", "hangman", "random", "coding", "programming"]

4. Run the script using:

python hangman.py

# 5. Requirements

- Python 3.x
- words.py file with a list of words.

## 6. Features

- Random word selection from the provided word list.
- Option for players to guess letters or entire words.
- Hangman figure updates with every wrong guess.
- Ability to replay the game after a win or loss.

## 7. Example Run

What is your name? John
Hello John! Let's Play Hangman!
Please guess a letter or word: P
Good job! P is in the word!
P

Sorry, you ran out of tries. The word was PROGRAMMING.





