Hangman Project

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Introduction and Motivation

- Hangman is a popular game in which a player attempts to discover the missing word by guessing one letter at a time.
- After a certain number of incorrect guesses, the game ends and the player loses.
- The game will also end if the player correctly identifies all the letters of the missing word, in which the player wins.
- As a collective we are working to create a working Hangman application using Python in addition to creating a GUI utilizing Pygame.

Goals and Constraints

Goals
- The end user got what they wanted/needed
- The end user was able to use the program easily
- Complete the program in a reasonable amount of time
- Successfully create the program

Constraints
- Time
- Quality

Ethics and Challenges

- Copyright issues - Game design and materials may need permission to avoid copyright infringement

- Age appropriateness - Game answers can be inappropriate or offensive to the younger players. Has to be suitable for the target audience

- Discrimination - Ensure game does not offend a particular race, religion, or sexuality

- Importing - Needed further research in order to properly import code from the original Python design

Demo
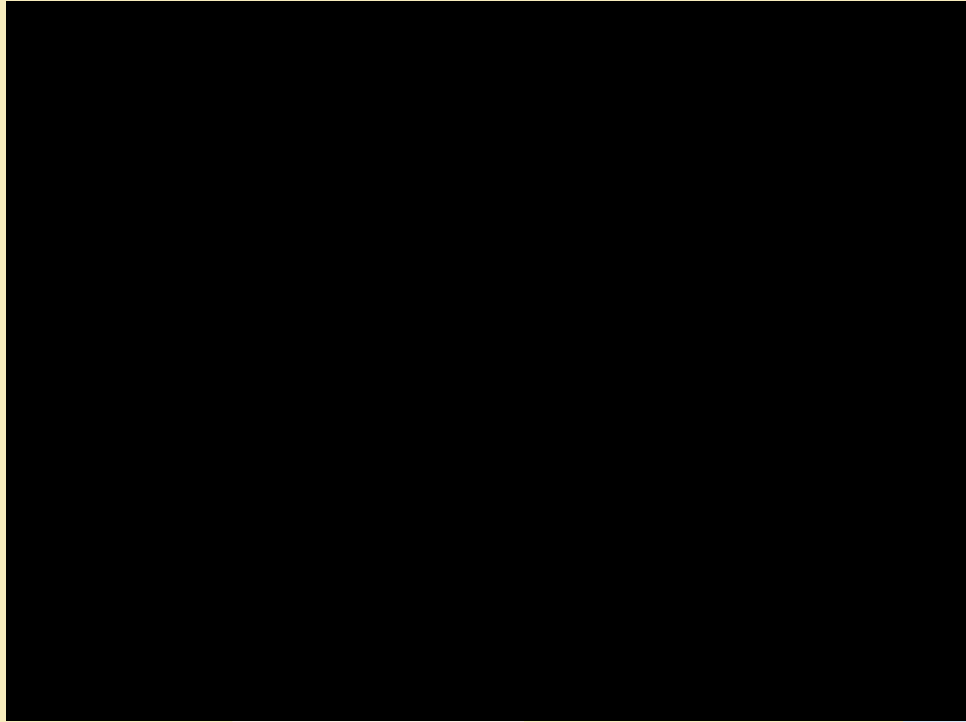
Accomplishments

What Have We Learned?
- How to make a Hangman game in Python
- How to create a GUI (Graphical User Interface) utilizing Pygame

How Is Our Project/ What We Learned Important?
- It is important to collectively figure out how to complete a project [in our case hangman] within a given time frame AND to meet the requirements [our working game]

Which Objectives Did We Meet?
- We successfully created a Hangman game [within the given time frame] that also incorporates a GUI using Pygame.

Which Objectives We Weren't Able To Meet?
- N/A

Future Work

- Our continued Development of the project

- Implementation of a wide dictionary of words that can be solved

- Word themes

- Implementing a main menu screen

- Updated user interface

Questions?