

HANGMAN

Build a modern remake of the pencil-and-paper classic in this lesson, which uses Scratch's list variables to create a list of words to spell . Can you guess the word before you meet a gruesome fate? You can find the starter file for this project [here](#).

ALPHABET



ALPHABET (CONT)

```

define Set up game board
  go to x: -197 y: 150
  repeat (length of game word)
    change i by 1
    switch costume to letter i of game word
    create clone of myself
    set draw underline to 1
    wait until draw underline = 0
    change x by 30
  switch costume to blank
  hide
  
```

```

when I receive you win
  if (length of word list > 1) then
    wait 1 seconds
    delete word pick of word list
    set word pick to 0
    wait 2 seconds
    broadcast reset alphabet list
    pick random word
    Set up game board
  else
    broadcast game win
  
```

corrects error when multiple items deleted

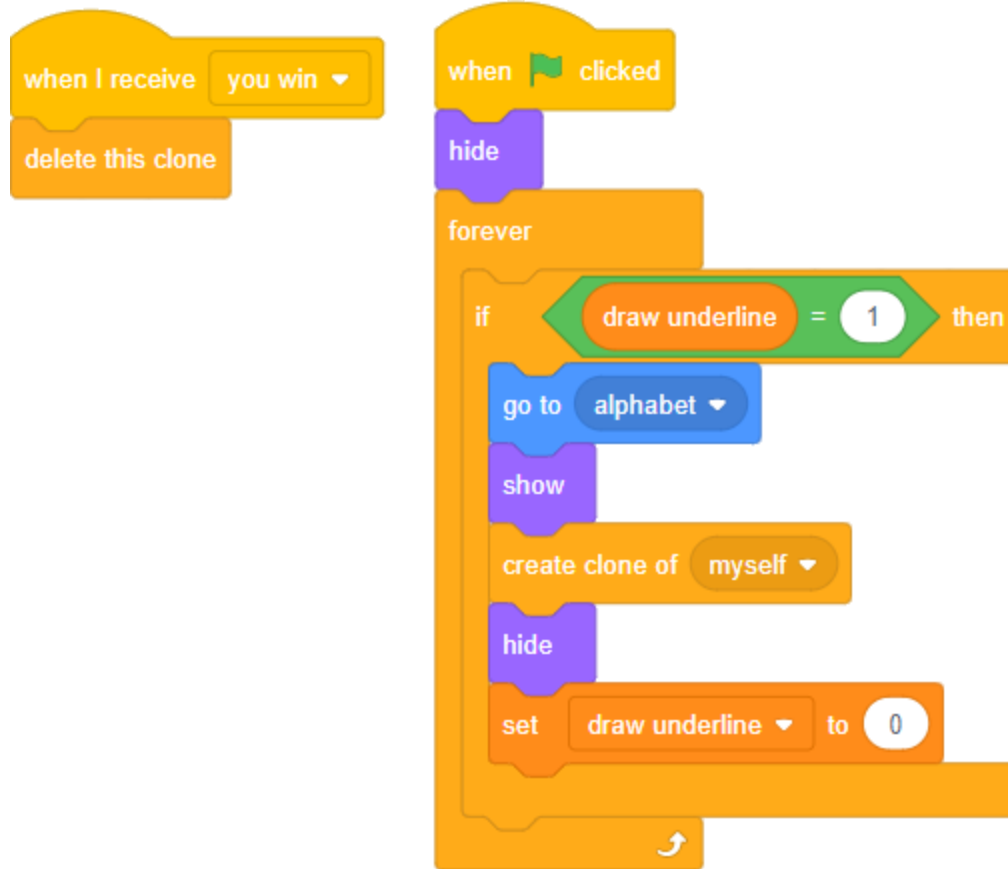
```

when I receive evaluate player pick
  if (game word contains letter picked ?) then
    if (costume name = letter picked) then
      show
      play sound pop until done
      change correct guess by 1
      set incorrect guess to 0
      if (correct guess = length of game word) then
        broadcast you win
        set correct guess to 0
        stop this script
      change incorrect guess by 1
      if (incorrect guess = length of game word + 1) then
        broadcast hang him!
        set incorrect guess to 0
  
```

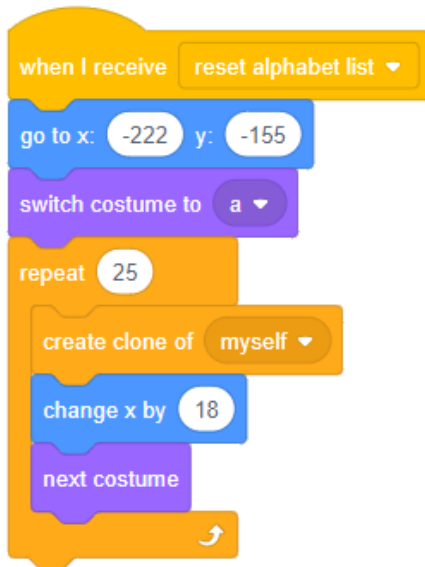
```

when I receive you win
  change score by 1
  delete this clone
  
```

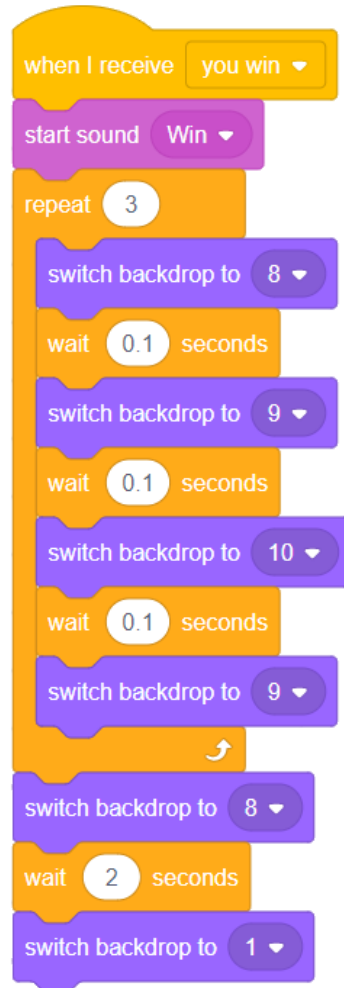
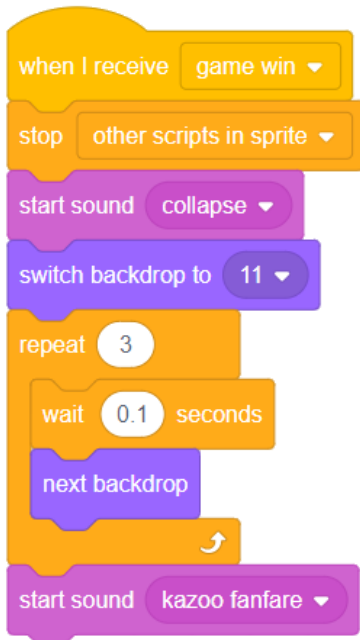
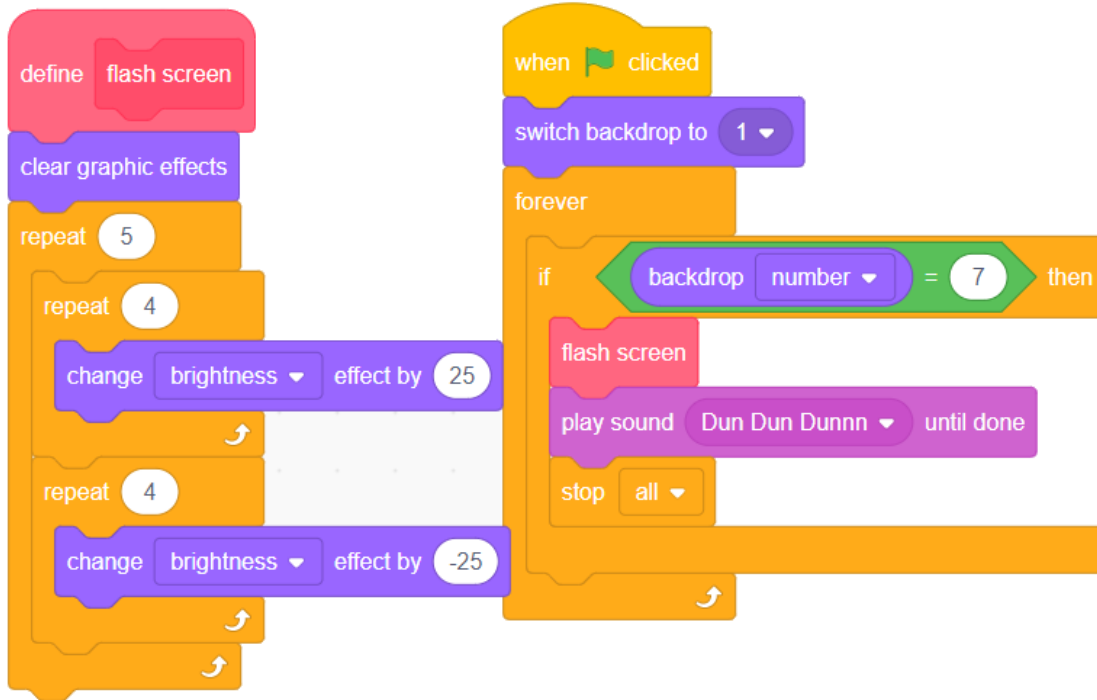
UNDERLINE



LETTERS USED



BACKDROP



HANGMAN PLANNING

