# Game Development Track: Creative Hangman

Today we are building a flexible and creative version of Hangman! The classic theme (like a stick figure on a gallows) is just one option, but you don't have to stick with it. You can invent your own theme, or even leave out visuals entirely if you prefer.

**The goal** is to design either a Text-Mode or a Graphics-Mode Hangman-style game.

## Game Rules

1) The computer chooses a hidden word and shows the user its definition.
   - ➢ The word can come from a predefined dictionary of word-definition pairs. You can use any theme you like.
2) The computer shows underscores for each letter in the word:

   _ _ _ _ _ _ _

3) The player is prompted to guess a letter or the whole word. Initially, the player has 5 lives.
4) If the player guesses the whole word:
   - ➢ If correct → print "You won!" and end the game.
   - ➢ If wrong → print "You lost!" and end the game.
5) If the player guesses a letter:
   - ➢ If the letter is in the hidden word, reveal it in place and give one life back.
   - ➢ If not, the player loses one life.
6) The game ends when either:
   - ➢ All letters are revealed (win).
   - ➢ The player runs out of lives (lose).
7) At the end, print out the definition of the hidden word.

## What to Build

### Option 1: Text-Mode Game

- ☐ Write the game in text mode implementing the rules above.
- ☐ Store your word-definition pairs in a separate file. Import them into your main game file.

### Option 2: Graphics-Mode Game

☐ Take the Text-Mode game and extend it with graphical animation.

☐ You can use any library you are comfortable with for graphics, e.g. `turtle` or `pygame` for graphics in Python.

☐ Include:
- An intro screen that explains the rules of your theme.
- A main game screen that shows progress visually.
- An exit screen that shows whether the player won or lost, plus the word and its definition.

## What to Keep in Mind

Break the problem down into smaller functions, and start with a text-mode game even if you plan to add graphics later. Use clear names for files, functions, and variables, and keep your project tidy by organizing code into separate files. Also, while generative AI can be helpful, try not to rely too heavily on it since the goal is to learn :)

## Bonus Ideas (to make it a bit harder!)

💡 Make a full graphical game with the hidden word and progress shown on screen instead of the terminal. The user should be able to make guesses through the graphic interface.

💡 Be creative with the theme. It could be a spaceship taking hits, a flower losing petals, or anything else you dream up.

💡 Let players pick from multiple word lists or difficulty levels.

💡 Add an option to generate new word-definition pairs automatically with an LLM.

### Schedule

Start – 13:00 **Work Session**

13:00 – 14:00 **Lunch Break**

14:00 – 16:30 **Work Session**

16:30 – 17:00 **Coffee Break** (optional)

After 17:00 **Final Presentations**

# Challenge Track: How to Connect FLINTA* in Tech

## Background

- In Austria, only 29.9% of women work in the tech sector (AMS, 2024).
- Representation of smaller marginalized groups within FLINTA* is even less visible.
- 74% of women in tech have experienced discrimination based on gender (AMS).
- Barriers:

  - Persistent gender stereotypes
  - Lack of role models
  - Inflexible working conditions (few part-time positions)
  - Difficulties combining family & career

Workshops and initiatives already exist, but what's missing are scalable, digital, technical concepts that can provide everyday support, visibility, and opportunities.

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## Why Design Challenge

- We're not looking for finished products. Instead, focus on concepts, mockups, and user journeys.
- The end result should be technical in nature (platforms, apps, tools), not just social/organizational initiatives.
- A strong design concept can later be built, reused, and scaled.

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## Scope

Timeframe: **4.5 hours** (work until **17:00**)

End Product: **Design Concept** (wireframes, mockups, user flow, or prototype demo). You can create these in **any tool** you like (e.g. Canva, Figma).

Presentations (optional if you would like to share your progress): **2 minutes per group** explaining:

☐ What you designed
☐ Why it solves the challenge

**Tip:** Keep it simple! A clear, well-structured **design concept** is more valuable than a half-built product.

## Possible Directions

💡 **Connection & Networking**
Safe platform to connect people by skills, interests, and experience.

💡 **Visibility & Discovery**
Tools for companies to easily find FLINTA* talent.

💡 **Mentorship**
A structured platform to seek or offer help.

💡 **Resource Sharing**
Curated job postings, events, or study materials for FLINTA*.

## Schedule

Start – 13:00  **Work Session**

13:00 – 14:00  **Lunch Break**

14:00 – 16:30  **Work Session**

16:30 – 17:00  **Coffee Break** (optional)

After 17:00  **Final Presentations**