The Hangman

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Rules

Hangman is a game played by two or more players (but in our case only two) where one player thinks of a word and the other(s) tries to guess it by suggesting the letters (or symbols like ‘-’) with limited amount of tries.

The guessing word is represented by underscores where each underscore is associated with certain symbol in the given word.

If the guessing player suggests the symbol that occurs in the word, the other player writes it in all correct positions it is met. Else if suggested symbol does not occur in the word, the host player adds an element to the “game progress diagram” i.e. adds a limb to the hangman.

The game ends if either of two conditions are met:
1) If the guessing player guesses all the symbols in the word and the hangman hasn’t hang himself yet, guessing player **wins.**
2) If the hangman hangs himself or the diagram is complete, guessing players **loses**.

My tip is to remember all the suggested letters to increase the chances of winning the game :)

Function TODO

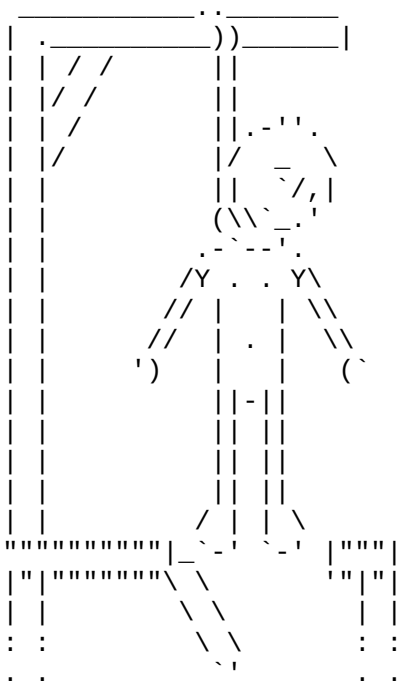
You are to write a function that will analyze a given encrypted (not solved) word and return a symbol that is most likely to be present there. Note that it is you who will keep track of suggested symbols!

Prototype:

def move (word: string) -> char :

Where word is a current state of a guessing word (‘_____’ or ‘_an__an’ or ‘hang_an’).
The base word case is (‘____’) i.e. string of *n* underscores.

Add-ons:
1) At the start of the game you will have to enter the desired length of the word *n* (from 4 up to 12 symbols).
3) You are allowed to use additional helper functions, data holders etc.
4) You are prohibited to change anything beyond your (where the move function is) file!
5) The game will automatically notify whether you have won or lost (each turn progress will be drown to the console).



Good Luck!