* I have added **getNumberHints()** method so that we can give the player a finite amount of Hints on a specific objects and after that we move on to the new object. This happens in the main.py. In the games functioning part
* Modified the score counters and added **\_\_decWrongAnswer\_score()** which penalizes the player more if he/she answers wrong. Additionally, allowed player to request one more hint before making a guess so but getting another hint will also decrease the score but not as much as a wrong Answer.