1. Display Word by choosing at random from start of the file.
2. Starting Guesses 🡪 6
3. Starting Warning 🡪 3
4. Print the length of the secret word
5. Store the not guessed letters in a variable and print them for every turn.
6. Ask for inputs for alphabets. Print whether the letter is in the secret word or not.
7. Display the letter. The unguessed letters should be replaced with (\_)
8. Upper and Lower Case are allowed
9. Vowels guessed and Wrong: Losses 2 guesses
10. Consonants guessed and wrong: Losses 1 guess
11. Any symbol or number entered causes user to lose a warning.
12. IF LOOSES:

-Display the word and tell them the LOST

1. IF WINS:

-Display congratulatory complements and display SCORE:

- Score = **number of guesses left** X **number of unique letters in secret**

**MAKE A PLAYER INTERFACE:**

* ASK FOR NAME AND PASSWORD WITH BASIC INFORMATION.
* START GAME.
* DISPLAY SCORE. (*ONLY AFTER GAME*)
* DISPLAY HIGHEST SCORE.

**MAKE AN ADMIN INTERFACE:**

* AUTHENTICATER FOR ADMIN INTERFACE.
* CHANGE WORDS.TXT.
* CHANGE HIGHSCORES.