EH102 GuessWord Project

Specification

You are to develop a word guessing game. When the game starts, it will select a random word, which it will not tell the user. The user will then be prompted to choose a letter of the alphabet. If that letter occurs in the word, then the game will display the word with only the correctly guessed letters visible. E.g.

1. The game selects **elephant** as the word
2. The user chooses the letter **e**
3. The game displays **e_e_____**
4. The user chooses the letter **t**
5. The game displays **e_e____t**

The game will give the user a limited number of chances to guess the word. If the user completely guesses the word before running out of chances, then they win. Otherwise they lose.

You provided with an example of this game, which has been packaged into a JAR file. You can run it by typing:

```
java -jar guessword.jar
```

Additional Requirements

1. Your code should use more than one class and each class should be in a separate file
2. If the user types `exit` instead of a letter, the program should exit

Extra Credit

1. Have different categories of words, e.g. names of films, books, and allow the user to select a category when the game starts
2. Ask the user if they want to play again when the game is finished