Python Challenge 2

We will be making a hangman program over the first few challenges. Hints are available in a separate document.

Add onto your program and write a function which:

Easy:

- Takes the output from your challenge 1 function (the word) and displays the word in a hidden form using dashes/hyphens etc. For example, brick could become "-----".
- Takes a user input of a single letter; if the letter is correct, the hyphen would be replaced with the letter and the hidden word would be printed again, e.g. if r was entered, "-r---" would be printed. If the letter is not in the word, a message should be printed indicating this
- The game should end after 7 incorrect guesses

Medium:

- Instead of printing hyphens, use dashes with a space between them, e.g. brick would show "_ _ _ _ _"
- Each time the word is displayed, also display an ASCII art of the hangman being drawn, which will progress every time the user makes an incorrect guess. The hangman ASCII art can be found on the GitHub.

Remember to use the hints if needed!

Hard:

- Instead of reprinting a new hidden word and hangman display every time the user enters a guess, make it so that the display and word writes over itself, and stays in the same place, effectively creating a still interface for the game.

Remember to use the hints if needed!