* Code:
  + Plain text for all interactions.
  + Code to help the player make a valid guess (all lowercase, an isogram, word length).
  + Code to check the number of Bulls and Cows in the guess, compared to the hidden word.
  + Code to keep track of the number of valid guesses.
* Inputs:
  + Pure text.
* Outputs:
  + Text:
    - ***X*** Bulls – number of letters that are in the right place and belong to the word.
    - ***X*** Cows – number of letters that are in the wrong place and belong to the word.
  + ASCII imagery.
* Tasks for the User:
  + Guess the isogram word of ***X*** letters.
* Performance:
  + Simple game, won’t present performance issues.
* Assets:
  + ASCII imagery.
    - Bulls.
    - Cows.
  + Intro text.
  + Game explanation text.

Possible Future Ideas:

* Give feedback on every key press.
* Have a large dictionary of hidden words.
* User selectable word length and difficulty
* Checking the user’s guess is a dictionary isogram.
* Providing a time limit for the guesses.
* A hint system, spend a turn for a hint.