

Hangman

Main menu:

```
==== Main Menu ====
1. Start
2. Change Difficulty
3. Exit
==== ----- ====
?
```

1 => Starts the game with the defaultly selected difficulty

2 => Changes difficulty on the next menu

3 => Exits the program with a "Goodbye"

Everything else gives an "Error!"

Difficulty menu:

```
Current difficulty: Medium

==== Select Difficulty ====
1. Easy
2. Medium
3. Hard
4. Extreme
5. Back
==== ----- ====
?
```

1-4 => Changes the difficulty accordingly to the option.

5 => Goes back to the main menu

Everything else return an "Error!"

The game

```
already guessed but wrong:

your word: _ _ _ _ _ _ _ _

guess: |
```

Straightforward concept, you type in a letter,
If its correct it will be shown at **"your word"**:

```
your word: _ a _ _ _ _ _ _
```

If its not it will be listed in **"already guessed but wrong"**:

```
already guessed but wrong: e
```

It will prompt us if we try to use the same letter twice:

```
error: You already used that letter.
```

If you try to input multiple characters it will prompt an error too:

```
error: Only input one letter at a time.
```

If we try anything else than letters its gonna prompt us again:

```
error: Only letters from the latin alphabet are allowed.
```

If we guess correctly every letter we win:

```
--- GAME OVER ---
```

```
YOU WIN!
```

If we didn't we lose:

```
--- GAME OVER ---
```

```
YOU LOSE!
```

```
The word was: daiquiri
```