Hangman

Your assignment is to create a game called Hangman. Hangman game is a pen and pencil guessing game for two or more players. You can read more about it: https://en.wikipedia.org/wiki/Hangman_(game).

One player (in our case the application) thinks of a word and the other player(s) tries to guess it by suggesting letters. The word to guess is represented by a row of dashes where each dash represents a letter in the word.

Game Rules to implement:

- The player has 10 guesses to complete the word before losing the game.
- The player can make two type of guesses:
    - Guess for a specific letter. If player guess a letter that occurs in the word, the program should update by inserting the letter in the correct position(s).
    - Guess for the whole word. The player type in a word he/she thinks is the word. If the guess is correct player wins the game and the whole word is revealed. If the word is incorrect nothing should get revealed.
- If the player guesses the same letter twice, the program will not consume a guess.

Code Requirements:

- The secret word should be randomly chosen from an array of Strings.
- The incorrect letters the player has guessed, should be put inside a StringBuilder and presented to the player after each guess.
- The correct letters should be put inside a char array. Unrevealed letters need to be represented by a lower dash (_).

Optional:

- You unit tests need to have at least 50% coverage.
- Read in the words from a text file with Comma-separated values and then store them in an array or list of Strings.

Useful links:

C# Array Examples, String Arrays - Dot Net Perls

C# List Examples - Dot Net Perls

https://www.tutlane.com/tutorial/csharp/csharp-stringbuilder

https://app.pluralsight.com/paths/skill/csharp C# Development Fundamentals