Completed: A window used to hold the secret word and a spot to enter the word. A way to store guesses, and a random pull of a small word list. A Guess button. A GUI window titled Hangman game.

Current problems: Need to increase size of the windows, take guess inputs as .lower().

Next steps to add: An exit/quit button. A module to process guesses so I can call that in the tk lines below. A way to put the word up but hide it from the user until each letter is guessed. A module to update the GUI to show each letter and guess count. A new GUI for the post game screen.