Homework 1, Mohammed Al-Otaibi

The game has two screens:

* Welcome screen with the following elements
  + Welcome labels
  + High scores
  + Start button which takes us to the main screen
* Main screen where the main game lives with the following elements
  + Textfield to enter the letter and button to check if it matches
  + CollectionView where we can see the list of letters
    - If the letter is guessed, you can see the letter
    - If the letter is not guessed, you can see an empty gray area
    - If the letter is a space, you will see empty space
* Winning the game can happen if the player guesses all letters
* After every guess, the multiplier is auto-generated from a list of possible multipliers
* On guessing a correct letter, the user will have the following increment in the score
  + Number of occurrences of the guessed letter times the multiplier
* On guessing a wrong letter, the user will have have an increment in the no-match-count
  + Reaching 10 on the no-match-count will result in the player losing
* The player can exit at any time
* The player can play again after one game finishes
* Attached are the two screens from the game

 