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Our evil hangman game implements all the basic functionality described in the evil hangman assignment sheet. In addition, we added some special functionality for the case in which the user only has one guess left. If the player has only one guess left and they guess a letter, the game will select a word family that doesn’t contain that letter even if that family is smaller than the family that does contain the guessed letter, thus ensuring that the user loses the game. This is in contrast to the game’s usual behavior, which is to always pick the largest word family.