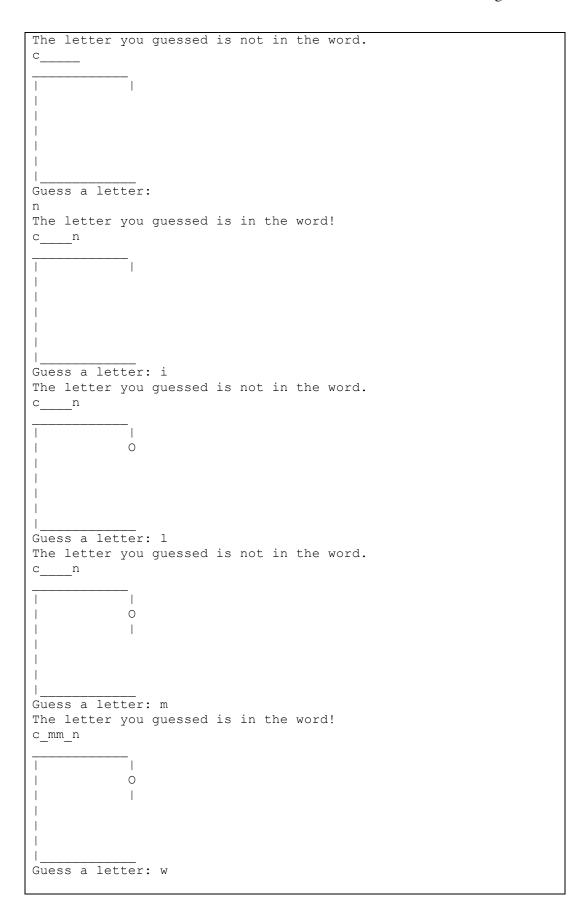
Unit #1: Introduction Lab 1.1: Hangman

Directions

Create a game of Hangman in C++. This should include at least an ascii art drawing of the game, but could include some other visual aspect.

Test Run

```
Enter the word you'd like to be guessed: common
Guess a letter: c
The letter you guessed is in the word!
Guess a letter: t
The letter you guessed is not in the word.
Guess a letter: e
The letter you guessed is not in the word.
Guess a letter: r
```



```
The letter you guessed is not in the word.
c mm n
           0
           / [
Guess a letter: r
You already guessed that letter, guess again: e
You already guessed that letter, guess again: w
You already guessed that letter, guess again: t
You already guessed that letter, guess again: y
The letter you guessed is not in the word.
c mm n
           0
           /|\
Guess a letter: i
You already guessed that letter, guess again: u
The letter you guessed is not in the word.
c_mm_n
           0
           / | \
Guess a letter: q
The letter you guessed is not in the word.
c\ mm\ n
           0
           /|\
Guess a letter: o
The letter you guessed is in the word!
You won!
```

Criteria for Success: 10 points

Have a game **without compilation or runtime errors** that **plays hangman** with visuals! Remember comments and a header in your file.