In the second iteration, a significant feature has been added to the game which will allow user to choose a level for playing the game. As usual, the player will be welcomed by a welcome message. Then the user should state if he/she is ready to begin the game. If the player choice is yes, the second message will be displayed which will ask the user to choose a level between moderate and hard. If the user chooses 1 (Moderate) the player has 8 attempts to choose the missing letters. However, by choosing 2 only 6 attempts will be given to the user in the hard mode. Then, the user will begin the game. After the user has viewed the game result, if the user has won the game, the user will be asked to enter some information like name, age, date and a survey form then the user will be directed to the final menu where the user has two options to choose from, 1 to restart the game and 2 to quit the game. If the user has lost the game the user will not be asked to enter information, only the final menu will be displayed to the user.

Expectations:

1. The game will start by choosing a game mode.

2. The player will start playing the game.

3. After finishing the game, the user can choose to play again or exit the game.

4.Playing again: the same procedure from very beginning of the game will happen again.

5.Wining the game: the player must fill out some information and complete a survey.

6. A final message with user information will be displayed (e.g. date, name, age, etc.).