Harry Potter Typing Trainer Version 3: Confundo

In this version, you will add a game loop (to play multiple times) and implement a simple scoring system:

- Each correct answer should add 10 points to the score
- Each incorrect answer should subtract 5 points from the score

What to do

In addition to the functions implemented in Version 1 and Version 2, implement the following:

1. Implement the `play_again` function that would ask the user if they want to play again.

2. Add a game loop to your `main` function. After each attempt, your program should call the `play_again` function:
       a) If the user wants to continue, show another spell
       b) Otherwise, print the final score and quit.

3. Add scoring functionality to your `main()` function:
       a) For each correct answer, add 10 points to the score and print the score
       b) For each incorrect answer, subtract 5 points from the score and print the score

The total score can be negative.

Use the following template. All functions defined in the template **must be present and implemented** in your code.You **cannot** change the header of the functions given in the template or omit these functions. You **may** add extra functions if needed. **In this version you will add code to the `main` function in order to satisfy the requirements of this version**.

```python
# All functions implemented in Version 2 code should be placed here

def play_again() -> bool:
    """
    Asks the user if they want to play again
```

```
    Returns True if the user enters Y or y, False otherwise
    """
    # TODO: implement this function

def main() -> None:
    """
    Main program.
    """
    spells = read_spells('spells.txt')
    display_header()
    display_instructions()
    # TODO: Implement the game loop (call play_again function)
    # TODO: Implement scoring system
    # After the game is over, display the final score

main()
```

Hints

- In this program, we don't care about the case of the user input (in other words, `CONFUNDO` or `CoNfUnDo` would be the same as `confundo`).

Program name

Save your program as `spells3.py`.

Demo

https://asciinema.org/a/7PXwYuaC6dTbqyd84pW9Uf4Gl

Testing

To make sure your program works correctly, you should test it.

Try playing a few rounds of the game. Make sure that:

- You can play the game multiple times
- You can quit the game after any number of rounds
- Each correct answer adds 10 points to the score
- Each incorrect answer subtracts 5 points from the score

Submitting

Submit `spells3.py` via eClass.

You may submit either all versions you complete, or only the final version.