Assignment 8 (10 points)

1. Create a game *Hangman.*
2. On the server side create an array with words (at least 20 words). (1 point)
3. Pick one word and display as many dashes (–) as is the characters count in the word.
4. Let the user guess one character at time. (2 points)
5. Server side will check if the selected word contains a character received from the user. (1 point)
6. If yes, write character on all places where it belongs (it could fit on several places in the word). (1 point)
7. The user continues to guess a next character and process repeats. (1 point)
8. If the user finds all characters, the game finishes successfully, if the user exceeds the attempt limits, the game finishes without success. (2 points)
9. The user can start the game again. (2 points)

Hint: Use session variables for the selected word, user game progress and number of attempts.

Extra points: (3 points)

1. Store the words into DB and select a random word from the DB.
2. Store name of the player and his score and print the ranking of results (average number of attempts per game).
3. Attach a DB export with your solution, if you used a DB