Additional information about my extension for the fourth assignment.

What I changed:
- I substituted the gallow with water. Hangman became Drownman. The water level rises by a couple of centimeters (pixels) on each wrong answer. The player's goal is to save the character from drowning.
- Instead of Hangman stick figure there are various characters (detailed explanation below).

What I added:
- *Sounds*. Sound clips are played when:
  - The player correctly guesses a letter (the sound is not played if the player reenters previously guessed letter).
  - The player enters a wrong letter (the sound is not played when the player enters a foreign character or clicks on the 'enter' key). This sound clip resembles water filling up.
  - The player wins the game.
  - The player loses the game.
- *Categories*. Before the game begins, different categories are displayed on the canvas. The application asks the user to choose a category they wish to play in and enter the name of that category. The player has the ability to choose the topic of the words to be guessed. These are the following categories:
  - Animals
  - Body Parts
  - Clothes
  - The Avengers (Marvel)
  - Family Members
  - Food
  - Professions
  - Sports
  - Students that deserve bonus points (a friendly joke of mine :))
  - Transportation Types
- *Characters*. The character the player has to save depends on the chosen category. For instance, if the player chooses the Animals' category, the character to be saved will be a giraffe. If we choose The Avengers' category, the character to be saved will be Tony Stark and so on.