Start the game (welcome message)

Set hidden word

Set and show number of lives

Prompt for guesses

Check if the guess is an isogram

Is guess correct or wrong (wrong guesses should remove lives, run out of lives? End of game)

Check number of lives

Win or lose

Play again? (yes, start game again, no, quit game)

A member variable is a private variable that is associated with the class and is accessible to all its functions