Hangman Game

I will be applying my java skills to create a hangman game. I will construct the game to have two players. The game will welcome the two players and describe the game that they are going to play. The first player will be asked to enter a word. I will have a message indicating the second user to turn around and not look while the first user inters the "secret" word. After, the second user will be asked to guess a letter in the alphabet and enter it. The output will show whether or not the letter entered is included in the "secret" word or not. Additionally, the user will be asked to continue guessing letters until he/she guesses the word correctly. For my hangman game project, the letters will be separated by dashes. The dashes will be replaced by letters once player 2 guesses the correct letters. The user will have 10 attempts to guess letters that are in the word. Once the user guesses a letter, an output message will be displayed showing hater or not the letter is indeed in the word and how many guesses they have left. If the user exceeds the 20 attempts, the output will result as "You lose." If the user guesses all the letters in the word, the output will be "You win!" After, the user will be asked if they want to play again(y/n). The user can however try to guess the whole word, and if correct the player automatically wins and will be displayed a message that they have won.