Hangman Algorithm

1. Game set up
   a. Provide the user with the option to play the game
   b. Setup up the GUI interface with the secret phrase, buttons of alphabets and the hangman with no body parts
   c. An underscore equivalent to the secret phrase is displayed on the screen.

2. Playing the game
   a. Guessing the letters
      i. User can guess a letter by clicking on one of the buttons of the alphabet.
      ii. The letter is compared with that of the secret string.
      iii. The letter is looped through the secret string, comparing each letter of the secret string.
      iv. If there is a match, the game replaces the secret string letter guessed right at the exact position of the displayed string. Hence, the letter is uncovered.
      v. If there is no match, produce one hangman body part hangman is drawn.
      vi. This processes continues until all body parts have been hanged. Moreover, the secret string is displayed.
      vii. Otherwise, User guesses another letter till he guesses all the letter or till hangman is drawn.
   b. Drawing hangman
      i. The header of hangman is draw if the person guesses the first one answer
      ii. The body of hangman is drawn if the person guesses the second wrong answer
      iii. One hand is drawn if the person guesses the third wrong answer
      iv. Another hand is drawn if the person guesses the fourth wrong answer
      v. One leg is drawn if the person guesses the firth wrong answer
      vi. Another leg is drawn if the person guesses the sixth wrong answer
   c. Game reset
      i. If hangman has been hanged or person guess secret phrase correctly, a "play again button appears".
      ii. When the "play again" is presses, hangman resets, a new phrase appears, and the alphabets are enabled.
   d. End game
      i. The game ends when the full body of hangman is drawn, that is six wrong guesses
      ii. The game ends when all the letters have been drawn without fully drawing hangman.