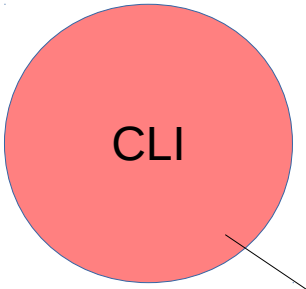
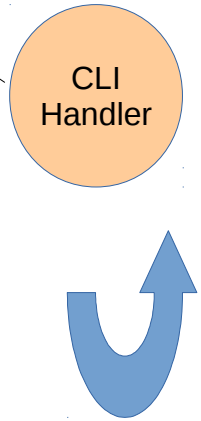


--name (player id) --type ("human" or "robot") --random (num random secrets, max 10) [--secret (hangman word(s)) --baseline] [--log --display]

or aliases: -n (player id) -t ("human" or "robot") -r (num random secrets, max 10) [-s (hangman word(s)) -bl] [-l -d]

```
$ mix escript.build
$ ./hangman_game -n martha --t robot -r 1 -d

#martha_feed --> Game 1 has started
#martha_feed Game 1, secret length --> 10
#martha_feed Game 1, letter --> e
#martha_feed Game 1, Round 1, status --> ----------; score=1; status=KEEP_GUESSING

#martha_feed Game 1, letter --> i
#martha_feed Game 1, Round 2, status --> -----I--I-; score=2; status=KEEP_GUESSING

#martha_feed Game 1, letter --> s
#martha_feed Game 1, Round 3, status --> -----IS-I-; score=3; status=KEEP_GUESSING

#martha_feed Game 1, letter --> t
#martha_feed Game 1, Round 4, status --> -----ISTI-; score=4; status=KEEP_GUESSING

#martha_feed Game 1, letter --> a
#martha_feed Game 1, Round 5, status --> ---A-ISTI-; score=5; status=KEEP_GUESSING

#martha_feed Game 1, letter --> r
#martha_feed Game 1, Round 6, status --> ---A-ISTI-; score=6; status=KEEP_GUESSING

#martha_feed Game 1, letter --> d
#martha_feed Game 1, Round 7, status --> D--A-ISTI-; score=7; status=KEEP_GUESSING

#martha_feed Game 1, word --> dynamistic
#martha_feed Game 1, Round 8, status --> DYNAMISTIC; score=7; status=GAME_WON

#martha_feed Game Over!! --> Game Over! Average Score: 7.0, # Games: 1, Scores:
(DYNAMISTIC: 7)
```



Play Loop with Controller