

Word: _ _ _ _ _ _ _ _ E	Remaining: 5	Incorrect:	Guess: e
Word: _ _ _ _ _ _ _ _ E	Remaining: 5	Incorrect:	Guess: i
Word: I _ _ _ _ _ _ _ E	Remaining: 5	Incorrect:	Guess: u
Word: I _ _ U _ _ _ _ E	Remaining: 5	Incorrect:	Guess: o
Word: I _ _ U _ _ _ _ E	Remaining: 4	Incorrect: 0	Guess: a
Word: I _ _ U _ A _ _ E	Remaining: 4	Incorrect: 0	Guess: t
Word: I _ _ U T A _ _ E	Remaining: 4	Incorrect: 0	Guess: s
Word: I _ _ U T A _ _ E	Remaining: 3	Incorrect: OS	Guess: r
Word: I _ _ U T A _ _ E	Remaining: 2	Incorrect: OSR	Guess: m
Word: I M M U T A _ _ E	Remaining: 2	Incorrect: OSR	Guess: l
Word: I M M U T A _ L E	Remaining: 2	Incorrect: OSR	Guess: b
Word: I M M U T A B L E			

You won!

- The game picks a word at random from a list of words.
- The game's state is displayed to the player, as shown above.
- The player can pick a letter. If they pick a letter they already chose, pick again.
- The game should update its state based on the letter the player picked.
- The game needs to detect a win for the player (all letters have been guessed).
- The game needs to detect a loss for the player (out of incorrect guesses).

Objectives:

- Use CRC cards (or a suitable alternative) to outline the objects and classes that may be needed to make the game of Hangman. **You do not need to create this full game; just come up with a potential design as a starting point.**