

Assignment 1: Evil Hangman

Finish your hangman program that we started in class but make it evil.

Instructions

The normal version of the hangman program should:

- Choose a random word from a file containing English words
- Prompt the user to guess the next letter
- Display the blanks and correct guesses, e.g., “_ y t _ o n”
- Display the incorrect guesses and the number of remaining guesses
- Optionally display a hangman stick figure that grows as the player has more incorrect guesses
- Inform the player if they make a guess that they’ve already tried
- Inform the player if they make a guess that isn’t a single letter
- Tell the player they won if they get the word correct before their guesses run out
- Tell the player they lost if their guesses run out before they get the word correct

The evil version of the hangman program should:

- Behave like the normal version of the hangman program, except:
 - It changes the word as necessary to try and make the player lose
- Previous correct and incorrect guesses must remain true
- Example:
 - _ _ _ _ incorrect guesses: a, b, d, e, f, g, h, j, k, l, m, o, p, q, r, s, t, u, v, w, x, y, z
 - _ _ n _ incorrect guesses: a, b, d, e, f, g, h, j, k, l, m, o, p, q, r, s, t, u, v, w, x, y, z
 - _ i n _ incorrect guesses: a, b, d, e, f, g, h, j, k, l, m, o, p, q, r, s, t, u, v, w, x, y, z
 - z i n _ incorrect guesses: a, b, d, e, f, g, h, j, k, l, m, o, p, q, r, s, t, u, v, w, x, y, z
 - z i n c incorrect guesses: a, b, d, e, f, g, h, j, k, l, m, o, p, q, r, s, t, u, v, w, x, y, z
- Alternatively, play normally until first letter guessed correctly, then play evil