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