Hangman

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In hangman, a user clicks a button which “generates” a random word (that the user cannot see), the user then tries to guess the word with limited guesses. Every time the user fails a hangman is slowly drawn. if the user guesses a correct letter, the letter is made visible in the word. if the player guesses the word correctly they win, if the player fails to guess the word before the hangman is built, the player dies.