* ~~Find a random word~~
* ~~Generate boxes for that word~~
* ~~Ask the user to make a guess~~
  + If it’s wrong, ask the user to guess another one. Maybe take away a point
  + If it’s right, add the letter/guess to the right spot
  + If they guess two letters, retry, OR just use the first letter
  + What if they guess the same letter?
* If the word is completed, end the game
* If the word is not completed, go back to make another guess