Project Skeleton

1. I will be working on the Hangman Game.

2. Possible header files to use:
   #include <iostream>
   #include <string>
   #include <vector>
   #include <algorithm>
   #include <ctime>
   #include <ctype>

```
Int main(){
//set up
cout << "Welcome to Hangman Game!" << endl;

const int MAX_WRONG = 10; //maximum number of incorrect guesses allowed

vector<string> words; //collection of words for the player to guess

random_shuffle(select a random word from the collection)

const string WORD = words[0]                //word to guess
int wrong = 0;                              //number of incorrect guesses
string soFar(THE_WORD.size(), '-');         //word that has guessed so far
string used = " ";                          //letters already guessed
```