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Hangman Application Requirements

My requirements:

1. The application **must** implement the standard rules of Hangman. (See the appendix below.)
2. The application **must** provide a GUI game environment rather than a console.
3. Users **must** be able to play multiple rounds of Hangman.
4. The game **should** remain responsive (millisecond response times).
5. The game **should** work on Windows and Mac OS.
6. The application **may** be resizeable.
7. The application **should** display letters already guessed by the user.
8. The application **may** display the number of correct and incorrect guesses a user has made, as well as how close they are to losing the game
9. The application **should** display the correct answer if the user loses the game
10. The application **should** choose words randomly from a list of words, to be stored in a separate file.
11. The application **may** play a sound corresponding to a win or loss.
12. The application **must** display the user’s current score (how many rounds won).