Hangman

Recreate the Hangman game. Related:

a random word is selected from a statement array of words initialized to the statement (minimum 10 words)
a maximum number of attempts is set
at first it shows how many letters it has with "-"
if a letter has been guessed, replace "-" with the letter, on all its positions
if a letter has not been guessed, go to a list of wrong letters that will be displayed to the user
if you enter a letter that has been entered, ignore it
if all of the letters have been guessed or if the maximum number of attempts has been reached to end the game

bonus:

the game for a new word resumes
the player will have a score that will be displayed after each word (guessed / missed); when a word is guessed, the score will increase by 10

Obs: Please check the example here:
https://en.wikipedia.org/wiki/Hangman_(game)

1. Implement the solution in OOP style
2. Apply decoupling principles
3. The interaction with user should be done using system console: print to system out for displaying information, read from keyboard to get input from user