Hangman assignment

Intro

Make a hangman game. If you want to know what the game looks like, head over to hangman.no and play for a bit.

Specification

Story:

The python files executes, starting a new game with word anathema.

User is shown _____ User gets prompted to enter a letter. He is also shown ABCDEFGHIJKLMNOPQRSTUVWXYZ and Tries left: 10. User enters t.

User is shown ___T___ User gets prompted to enter a letter. He is also shown ABCDEFGHIJKLMNOPQRSUVWXYZ and Tries left: 10. User enters e.

User is shown ___T_E__ User gets prompted to enter a letter. He is also shown ABCDFGHIJKLMNOPQRSUVWXYZ and Tries left: 10. User enters A.

User is shown A_AT_E_A User gets prompted to enter a letter. He is also shown BCDFGHIJKLMNOPQRSUVWXYZ and Tries left: 10. User enters rdf.

User's input doesn't pass and he gets reminded to use correct input.

User gets prompted to enter a letter. He is also shown BCDFGHIJKLMNOPQRSUVWXYZ and Tries left: 10. User enters n.

User is shown ANAT_E_A User gets prompted to enter a letter. He is also shown BCDFGHIJKLMOPQRSUVWXYZ and Tries left: 10. User enters y.

User gets notified that his guess was wrong.

User is shown ANAT_E_A User gets prompted to enter a letter. He is also shown BCDFGHIJKLMOPQRSUVWXYZ and Tries left: 9. User enters t.

User is shown ANAT_E_A User gets prompted to enter a letter. He is also shown BCDFGHIJKLMOPQRSUVWXYZ and Tries left: 9. User enters y.

User is shown ANAT_E_A User gets prompted to enter a letter. He is also shown BCDFGHIJKLMOPQRSUVWXYZ and Tries left: 9. User enters M.

User is shown ANAT_EMA User gets prompted to enter a letter. He is also shown BCDFGHIJKLOPQRSUVWXYZ and Tries left: 9. User enters h.

User is shown ANATHEMA. User gets notified he won the game. User gets asked, whether he wants to play again. User types ${\tt n}.$

The program stops executing.

Technical details

Technical details can be found in the hangman_template.py file.