ReadME

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Program Features:
- 1. Find out who is playing the game
- 2. Open a text file with words to use (maybe in /usr/share/dict ?)
    * Make a word list from those words (only 5 letters, no special chars)
- 3. Pick one word randomly
- 4. Read guesses on standard input (stdin) – but only give them 6 chances
    * Check if it's actually a valid word, no uppercase, punctuation
    * Check if the letter is in the right spot, or at least in the word
- 5. Let user know which letters have already been used
    * Track which letters were wrong
- 6. Have some way of showing what was right/wrong, how many times guessed, how many left
- 7. Either print that they win or lose
- 8. Ask them if they want to play again

Special Features:
colors to indicate right, wrong, and "out of place"

Read from /usr/share/dict/words document, only store string with 5 characters into 2-D array words. Skipping any words contain special characters. Every time array size exceeds our prefix length-(10000, 20000..) , then do double our array size. Use how many words in our array to generate a random index, making random words in our array as target word to guess. If user input non-alphabetic or upper character inform user this is an invalid input and waste one tempts of trying. If user guess a character in right index, display as green 'o', and right character in row is yellow 'x', otherwise is red 'x'. Every time showing user's previous try and last time result. After finish playing, ask user to whether to play again.