

String game

Write a game that uses at least 5 string manipulation methods (for example: substring, charAt, indexOf, length, equals, compareTo, etc.) :

- The game should be in a loop – you ask the user if they want to continue after every round.
- You should use menu. For example,
 - Level of difficulties (1. easy, 2. medium, 3. hard) or
 - Categories (fruits, vegetable, movies, animals,...) or
 - Play menu (new game, score, instructions, exit, ...)
- You should display score (highest score, or number of wins, or percentage ..)
- You should use files (dictionary or your own files)
- If random words are picked you should use a big set of data to pick from (for example, the game where you have 3-5 words you pick your secret word from is not acceptable)
- You should limit the number of tries and end the round if the user reached the maximum number of tries
- You should display some additional info, like used characters in hangman, or hints in a guessing game.

Comments, var		2
names, formating		
level of difficulty		5
works properly/menu		5
tries/random words		4
user friendly/continue		4
	2	20