String game

Write a game that uses string manipulations (methods like 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

  Additional improvement (if you have time):
- Bulletproof your input: If user entered wrong values, your program should not crash. For example, if the user has entered "ABC" instead of integer 1, 2, or 3 your program should display an error message and continue running.
- Add some features to your program. For example, for hangman you can display used characters, don't deduct try if the character was entered before, and so on.

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

It is not how difficult is to play your game, it is how advanced your code is.