**String game menu assignment**

Create a menu loop for the String game assignment. The full assignment will be discussed and assigned later. Now you should create a menu and bulletproof the user input

Some requirements are:

* The game should be in a loop – you ask the user if they want to return to main menu or exit
* You should use menu. For example,

Level of difficulties (1. easy, 2. medium, 3. hard)

Categories (fruits, vegetable, movies, animals,…)

Play menu (new game, score, instructions, exit, …)

* You should use methods

Don write a full game() instruction() or score() methods yet. In all the methods display “This is my game” or “This is the instructions” , so on, and ask the user if they want to go to menu or exit.