Completing the Word Scramble Game

 In this final step, you will completely implement the Word Scramble Game. This will display the scrambled word and then prompt the player to unscramble the word. It should display the letter on the screen if it is the correct letter at that position or display a message saying that this is an incorrect letter and then restart the word. If someone wins or loses, it should display an appropriate screen before restarting. Below are some helpful hints.

* To display a message on the screen use the drawstring() method with the x position, y position, and then the string that you want displayed. If this is not a string literal, you will need to convert the string to a character array by stringname.toCharArray(arrayname, stringlength +1). Then you will be able to use the character array in the drawstring method.
* To get a scrambled word, I would recommend using the randomSeed(analogRead(an unused pin)) and then using random(number of letters in the word) for each letter. This will make sure that it doesn’t “randomize” to the same scrambled word each time.
* You can create an interface that will display when the game first starts and then after each game is done.