**Coffeescript Assignment**

**Goal:** Learn the basics of Coffeescript by writing a hangman game. Learn how to use loops, how to write functions, how to get user input, and how to print as some of the bare bones of the language.

**Requirements:** write a simple hangman game that a person can play in the terminal. Allow the user to see what letters they have already used, how many chances they have left before losing, and what the board currently looks like. Find a way to keep track of the turns rather than using an image. Create an array of words and have the program randomly choose one each time the program is run. Print the word at the end of the game regardless of a loss or win.

**Notes:** coffeescript.org gives simple tutorials on how to create variables, loops, functions, and more if you get stuck.

To keep the assignment simple, you do not need to ask the user if they would like to play again after a loss, have a hangman image, or have too many words in your array. Have at least 5 words in your array.