psuedo code \\

Button 1 >> press to select row number
    each time pressed >>
        LED is cycled through
        once end of row is hit: repeat row

Button 2 >> press to select column number
    each time pressed >>
        LED is cycled through
        once end of row is hit: repeat column

Enter Button >> press to enter row or column selection
    If Enter is pressed on row >> row # is entered
    If Enter is pressed on column >> column # is entered
        1 Letter is selected used values entered in both row and column

Hangman Word >> is checked to see if Letter entered is in word
    If it is in word >> LEDs on word placeholder light up in accordance to spot
    If it is NOT in word >> LED Life bar dims 1
                    Buzzer Beeps

Enter must be pressed again to signify the start of a new Letter picking phase
    Buzzer will ring

End of Game >> Buzzer whistles, all LED lights flash

2 8-Bit Shift Registers	$1.50 ea.
3 Buttons	$3.90 ea.
16 Blue LEDs	$7.95 (pack of 25)
1 Buzzer	$1.95 ea.
1 Diode	$0.16 ea.
1 BJT Transistor	$0.95 ea.
1 I2C Controlled RGB LED	$12.95 ea.
1 Sheet Blue Plexiglass	$10.79 ea.

	1	2	3	4	5	6
1		A	B	C	D	
2	E	F	G	H	I	J
3	K	L	M	N	O	P
4	Q	R	S	T	U	V
5		W	X	Y	Z	

life bar
light that fades as life goes down

enter button

buzzer (under board)
to indicate a wrong letter picked

row/column selector button