**Practical Project (in C)**

**Motus: A Word Puzzle for Letter Trackers**

Motus is a letter game that has captivated many crossword puzzle and language challenge enthusiasts. Its principle is simple.

**The Goal of the Game**

The objective is to find a mystery word within a limited number of attempts. This word consists of a certain number of letters (usually between 5 and 9) that must be discovered.

**How to Play?**

With each attempt, you propose a word of the same length as the mystery word. The game then indicates:

* **Correctly Placed Letters:** These are typically colored green or surrounded by a bright color. This means you've found the right letter and it's in the right place in the word.
* **Present but Misplaced Letters:** These letters are colored yellow or surrounded by another color. This means the letter is part of the mystery word, but it's not in the right position.
* **Absent Letters:** These letters are grayed out or uncolored. They are not part of the mystery word.

**Work to do :** implement in C language, a program that mimics the Motus game.