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Team MAC - Type Different Project Update Milestone

We have researched several methods to get the website going in terms of a proof of concept. The webpage will rely only on basic HTML, CSS, JavaScript, and jQuery. We have a working demo that has most of the basic functionality envisioned, which has animated figures with words that react to a fully typed word and the letters change color as they are typed. The final project should emulate a game like Duck Hunt, where birds move all about the screen in 2 dimensions, but our prototype is a whack-a-mole game where the objects are only moving up and down in 1 dimension. The game starts with 3 moles at the bottom of the screen each with a word, they fall to the bottom if their word is completely typed and the game is lost of any mole reaches the top of the screen. Right now, we gave the groundwork laid to implement word updates from a dictionary since the words do not change in the current demo, but we will soon have the words on the moles update to new words. Having an on-screen keyboard is of high priority but should be achievable since we have experience doing that. Once the "engine" is closer to completion we will work on the graphics and animations again to get a Duck Hunt type game and work on increasing word and time difficulty as the game goes on. One issue that we have to deal with is having words that have overlapping letters, since we will not know which mole to attack if more than one expects the same letter at the same time. Below is a screen shot of the current game demo. The demo shows that fj was typed so the mole restarted and that d was pressed lighting up the letter on the middle mole.