**GUESSME GAME:**

TODO:

CREATE A MOCKUP FOR USER INTERFACE (UI)

THE USER INTERFACE CONTAIN PARTS:

**GUESS LETTER CONTAINER**

EASY MODE:

5X5 EMPTY TILE FOR GUESS LETTER

NORMAL MODE:

6X5 EMPTY TILE FOR GUESS LETTER

HARDMODE:

7X5 EMPTY TILE FOR GUESS LETTER

**KEYBOARD**

**GAME STATUS: WIN/LOSE**

**GAME RESULT**

* DISPLAY THE CORRECT WORD IF THE GAME IS OVER
* HAS NEW GAME BUTTON
* HAS MENU BUTTON

**COMPONENTS:**

* GAME STATUS
* TILES/WORD CONTAINER
* KEYBOARD
* MODAL (NEW GAME / MENU)
* OPTIONAL : EARLY RESET