JS A5 Hangman Part A

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1. The user will guess a letter by selecting a letter from the list seen below in the mockups.
2. When a letter is selected, it will be visually greyed out, so as to communicate to the user that the letter has been guessed.
3. When the user wins, there will be a display to the right of the guessable letters indicating that they have won. If they lose, the display will say that they have lose.

A screenshot of a computer

AI-generated content may be incorrect.

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A screenshot of a computer game

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