

Game Layout:

The game has a 5x6 grid representing the board, with each cell showing one letter per guess.

The user inputs their guesses in a text box and submits them with a button.

After each guess, feedback (colored cells) indicates whether the guessed letters are in the correct position, the wrong position, or the incorrect position.

CSS Styling:

The board is styled using a CSS grid layout to display 5 columns.

Different background colors represent feedback:

Green for correct letters in the correct position.

Yellow for correct letters in the wrong position.

Gray for incorrect letters.

JavaScript Logic:

A random word is chosen from a predefined list (`wordList`).

The game allows six guesses to be made.

Each guess is checked to see if the letters match the target word, and feedback is given in terms of color (like Wordle).

The game ends when the user guesses correctly or runs out of attempts.

Customization:

Word List: You can expand the list of words by adding more 5-letter words to the `wordList` array.

Message Handling: The message area shows helpful instructions or the end result (Congratulations or Game Over).