



Front-end development:

Basics

JavaScript – functions

The following exercise contains the following subjects:

- functions

Instructions

Let's create a small game that the user needs to guess a random letter. Do not spend too much time styling the page. Here is a [small demo](#) of what you need to accomplish.

Instructions:

Generate a random letter and create the following logic depending if the user guessed the right letter or not:

The user guessed it right

- Display a message that the user was right.
- The message should be in the color green.
- Show the right letter to the user.
- Display a message if he wants to play again with a confirm button.
- If the user wants to play again reset the DOM as it was in the beginning.

User guessed wrong

- Display a message that the user got wrong.

- The message should be in the color red.
- Display all the letters the user has guessed
- Users cannot type the same letter twice. If the user did so, display a message that he already guessed the letter.

Constraints

- A user can only guess a valid alphabetical letter. If the user types a non-alphabetical letter, display a message that this is not allowed.
- When the game is finished, a user cannot guess a letter until he presses the confirm button to start a new game.
- show guesses
- If the letter already guessed message to them
- If a letter is not the guess then display a message wrong guess
- If a letter is you are correct message and display the right key then show an option to start the game again.
- When asking for a new game, the user is not able to enter any more keys until he confirms.