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**Hangman Game Documentation**

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**\*\*1. Introduction\*\***

The Hangman Game is a web-based word guessing game that challenges players to guess a random word by selecting individual letters from an on-screen keyboard. The game presents players with a limited number of attempts to guess the correct word, and it provides a visual representation of the hangman's gallows, which progresses with each incorrect guess. The game incorporates HTML, CSS, and JavaScript to create an interactive and enjoyable gaming experience.

**\*\*2. HTML Structure\*\***

The HTML code for the Hangman Game consists of the following elements:

- `<!DOCTYPE html>`: Specifies the document type and version.

- `<html>`: The root element.

- `<head>`: Contains meta-information, title, stylesheets, and scripts.

- `<meta>`: Provides metadata information like the character encoding and viewport settings.

- `<title>`: Sets the title of the webpage.

- `<link>`: Connects an external stylesheet to the HTML document.

- `<script>`: Includes external JavaScript files for the game.

- `<body>`: Contains the game's content and user interface.

**\*\*3. CSS Styling\*\***

The CSS code styles the user interface of the Hangman Game and provides a visually appealing design. Key styling features include:

- Setting the Open Sans font as the default font for the entire document.

- Styling the container to display the game elements in a centered, responsive layout.

- Styling the hangman box and setting the maximum width of the hangman image.

- Creating a word display list to show the letters of the word being guessed.

- Styling the on-screen keyboard with clickable buttons for each letter.

- Applying custom styles to the game modal, which appears when the game is won or lost.

**\*\*4. JavaScript Logic\*\***

The JavaScript code handles the game's functionality and logic. Key components of the JavaScript code include:

- Initializing game variables, such as the current word, correct letters, and wrong guess count.

- A function to reset the game by clearing the game variables and UI elements.

- A function to randomly select a word from a predefined word list and display its hint.

- A function to handle game over scenarios, including both victory and defeat.

- A function to update the game status when a letter is clicked on the on-screen keyboard.

- Creating the on-screen keyboard buttons and assigning event listeners to each letter.

- Handling the play-again button event to start a new game after the current game ends.

**\*\*5. Word List\*\***

The word list is an array of objects containing words and their corresponding hints. The game randomly selects a word from this list for the player to guess. The word list contains a variety of words from different categories, making each game unique and challenging.

**\*\*6.Image\*\***

The images used in the code are located in the folder all ”images” in the main Hangman folder. It contains web images named Hangman-0 to Hangman-6 which are responsible to appear at different time in the program when the player gets a wrong. It also contains two GIF file namely “lost” and “victory” to display lost and victory based o the performance of the player

**\*\*7. Conclusion\*\***

The Hangman Game is an interactive web-based game that engages players in the challenge of guessing words while providing visual feedback on their progress. It utilizes HTML, CSS, and JavaScript to create an enjoyable gaming experience. The game's structure, styling, and logic work together to offer a user-friendly interface and an entertaining word guessing game.