

WORDIE PSEUDOCODE

Constants

- Define the maximum number of failed attempts allowed in the game.

State variables

- Hold the randomly selected word that the player needs to guess.
- Store the letters that the player has guessed correctly.
- Track the number of incorrect guesses made by the player.

Cached references

- Reference to the area where the word display, status messages, and images will appear.
- Reference to the on-screen keyboard where the player selects letters.
- Reference to the text element where status messages are displayed.
- Reference to the button used to start/reset the game.

Event listeners

- Listen for clicks on the keyboard and trigger a function.
- Listen for clicks on the play/reset button and trigger the reset game function.

Functions

- Set up the initial state of the game.
- Randomly select a word for the player to guess.
- Display empty text fields for each letter in the word to be guessed.
- Handle the player's keyboard input, check if the guessed letter is correct, update the display, and manage game logic.
- Check if a character is a letter.
- Check if the guessed letter is correct.
- Display the correctly guessed letter on the screen.
- Display the incorrectly guessed letter on the screen and update the image for failed attempts.
- Check if the player has guessed all letters correctly and won the game.
- End the game, display the final message, and disable further input.
- Disable all keys in the keyboard.
- Disable the play/reset button.
- Resets the game to its initial state.
- Enable all keys in the keyboard.
- Update the status message displayed to the player.

Initialize the game

- Initiates the game setup when the page loads.