Hangman

In this exercise, build an interface to our web service to allow users to play Hangman. You will interface with our simple JSONP compatible API. (GET is supported for each route as well.)

API Specifications

Server: http://hangman.coursera.org

POST /hangman/game/

Starts a new game of Hangman with our server.

Accepts: A JSON object containing a single key 'data', whose value is a stringified JSON object with a single key 'email', which is your email address.

Returns: A game state JSON object.

Note: You may start up to 100 simultaneous open games.

POST /hangman/game/<key>

Guesses a letter in the Hangman game specified by the key

Accepts: A JSON object containing a single key 'data', whose value is a stringified JSON object with a single key 'guess', which consist of a single character, your current guess. You may only guess alphabetical characters. The field is case insensitive.

Returns: A game state JSON object.

Response

The *game state JSON object* will have the following fields:

- `game_key` (string): The current game key (maximum 64 characters)
- `state` (string): alive | won | lost
- `num_tries_left` (int): The number of wrong guesses left in this current game
- `phrase` (string): The phrase you are trying to guess. The phrase will be in English and may contain punctuation (which are displayed to you at the start of each new game). Hidden letters are indicated by an underscore ("_") character.