

personal-website/group/group05/group05.js

```
1  /*
2      Name: Kevin Blinn
3      Class: CPSC 3750
4      Date Due: July 6th, 2024
5      Assignment: Group05 - Hangman
6      Grade Version: B
7  */
8
9  // Variables for the game
10 let selectedWord = '';
11 let attemptsLeft = 10;
12 let guessedLetters = Array(selectedWord.length).fill('_');
13 let gameEnded = false;
14 let lettersGuessed = [];
15
16 // GRADE TIER D: If cheatMode is checked then the word is displayed as an alert
17 function cheatMode() {
18     var displayWord = document.getElementById('displayWord');
19     if (document.getElementById('cheatMode').checked) {
20         alert('Cheat Mode Active! The word is ' + selectedWord);
21         displayWord.innerText = "The word is: " + selectedWord;
22         displayWord.style.display = "block";
23     }
24     else {
25         displayWord.style.display = "none";
26     }
27 }
28
29
30 // GRADE TIER B: Fetch a new word from the server
31 function startGame() {
32     // Fetch a new word from the server
33     fetch('getWord.php')
34         .then(response => response.json())
35         .then(data => {
36             if(data.word) {
37                 setupGame(data.word);
38             } else {
39                 console.error('Error fetching word:', data.error);
40             }
41         })
42         .catch(error => console.error('Error:', error));
```

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43 }
44
45 function setupGame(word) {
46     // After getting the word, setup the game
47     selectedWord = word.toLowerCase();
48     attemptsLeft = 10;
49     guessedLetters = Array(selectedWord.length).fill('_');
50     gameEnded = false;
51     lettersGuessed = [];
52
53     // Show how many attempts the player has left and what they guessed
54     document.getElementById('attemptsLeft').innerText = `Attempts Left: ${attemptsLeft}`;
55     document.getElementById('guesses').innerText = `Guesses: ${lettersGuessed.join(',')} `;
56
57     // Check if the game is in Cheat Mode
58     if (document.getElementById('cheatMode').checked) {
59         document.getElementById('cheatMode').checked = false;
60         cheatMode();
61     }
62
63     // Update the word display and display the letters
64     updateWordDisplay();
65     displayLetters();
66 }
67
68 function guessLetter(letter) {
69     if (gameEnded) return;
70
71     // Add the Guess letter to Guesses
72     lettersGuessed.push(letter);
73     updateGuesses();
74
75     let guess = letter.toLowerCase();
76
77     // Check if the guess is in the word and update the word display
78     if (guess && !gameEnded) {
79         if (selectedWord.includes(guess)) {
80             selectedWord.split('').forEach((l, index) => {
81                 if (l === guess) {
82                     guessedLetters[index] = guess;
83                 }
84             });
85 }
```

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86     updateWordDisplay();
87
88     // Check if the player won the game and display the winning message
89     if (!guessedLetters.includes('_')) {
90         document.getElementById('status').innerText = 'Congratulations! You won!';
91         gameEnded = true;
92         alert('Congratulations! You won!');
93     }
94 }
95 // If the guess is not in the word, decrement the attempts left
96 else {
97     attemptsLeft--;
98     document.getElementById('attemptsLeft').innerText = `Attempts Left: ${attemptsLeft}`;
99
100     // If the player has no attempts left, display the losing message
101     if (attemptsLeft == 0) {
102         document.getElementById('status').innerText = 'Game Over! You lost.';
103         gameEnded = true;
104     }
105 }
106 }
107 }
108
109 // GRADE TIER C: Display letters in a 5x6 grid
110 function displayLetters() {
111     let letters = 'ABCDEFGHIJKLMNOPQRSTUVWXYZ';
112     let lettersDiv = document.getElementById('letterGrid');
113     lettersDiv.innerHTML = '';
114     letters.split('').forEach(letter => {
115         let button = document.createElement('button');
116         button.textContent = letter;
117         button.onclick = () => guessLetter(letter);
118         lettersDiv.appendChild(button);
119     });
120 }
121
122 // This function helps the user see what they guessed already
123 function updateGuesses() {
124     document.getElementById('guesses').innerText = `Guesses: ${lettersGuessed.join(',')} `;
125 }
126
127 // This function updates the word display
128 function updateWordDisplay() {
```

```
129 |     document.getElementById('wordToGuess').innerText = guessedLetters.join(' ');
130 | }
131 |
132 | startGame();
133 |
134 |
```