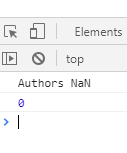
The BookWorm Word Guess Game

1. Categories & Words:

|  |  |
| --- | --- |
| **Category** | **Words to guess** |
| 1. Authors | *Jane Austen*  *Gabriel Garcia Marquez*  *Oscar Wilde*  *Arthur Connan Doyle*  *Jules Verne*  *Anne Rice*  *Stephen King*  *J. K. Rowling*  *Agatha Christie*  *Haruki Murakami* |
| 1. Titles | *Pride And Predjudice*  *Love in Time of Cholera*  *The Canterville Ghost*  *The Sign Of Four*  *The Mysterious Island*  *Interview With a Vampire*  *It*  *Harry Potter*  *The Body In The Library*  *Tokio Blues* |
| 1. Characters | *Mr Darcy*  *Aureliano Buendia*  *Dorian Gray*  *Sherlock Holmes*  *Captain Nemo*  *Lestat*  *Carrie*  *Hagrid*  *Miss Marple*  *Toru Watanabe* |

1. Player press 1, 2 or 3 to choose a category.
2. Category is chosen.
3. Random word of the category.
4. Change the length of the word into spaces/dashes/stars
5. Alert telling user to press “-“
6. “-“ fills the spaces that separate each word
7. Alert telling user to start pressing letters.
8. Player has 20 lives to guess the word.
9. Player press a key
10. If letter appears in the word, then update the the space/dash/star.
11. If letter does not appear in the word, then show it in letters already played and rest 1 live.
12. If player guess the word, then show something he is a book nerd.
13. If lives are equal to 0, then show something telling the player lost.

 but thus never happened w/the testing variable. Why?

<https://nostarch.com/download/JS4K_ch7.pdf> - JvaScript for kids (Nick Morgan, p111)