Hangman Game – PseudoCode

**HTML Elements:**

* Game Header
* Prompt to enter Name :
* Instructions on how to play
* Button to Click (Start Game)

(Always on Screen)

* Wins:
* Losses:
* Guesses Used Out of 10:

**Variables/Components**

* Database of words (wordBank array?)
* Var guesses (Number of Guesses Used) = 0
* Var numberLettersGuessed (# of guess that have been used) = 0

Event Listener: When Begin Hame is clicked:

* Disappear instructions.
* Var chosenWord = Randomly chosen words in the array
* Var wordLength (Length of randomWord) = length of randomWord
* Display
* An element that shows an underline for each character in the word chosen from the array wordBank
* Variable for the letter that the user has guessed (userGuess)

1. Page is displayed
2. (Listen for click of Begin Game Button:
3. User presses begin button to begin game.
4. Begin button disappears

for Loop:

1. Instructions to pick a letter appears
2. User presses a key on the keyboard (event to listen for key press)
3. Check if one of the 26 letters was chosen.
   1. No: display text “please pick a valid letter”. Go back to step 5.
   2. Yes: Proceed to next step 8.
4. Check if letter is previously guessed:
   1. If yes, previously guessed:
      1. Play “boink sound
      2. Display “that was already guessed”. Return to Step 5.
   2. if no, check if (userGuess === any to each character in the randomWord)
      1. No Matches (Wrong guess):
         1. Check if # of guesses remaining> 1.
            1. Yes guesses remaining:

Reduce guesses remaining by 1

Display “incorrect” message – go back to step 5

* + - * 1. No, this was the last guess

End Game, proceed to step **TBD**

* + 1. Correct guess:
       1. (display correct letters)
       2. Increase number of correct letters guessed to equal number displayed
       3. Check if # guessed correct < length of random word. If number guessed correct is less than length of random number. If less:
          1. Display: Correct message, return to Step 5.
          2. Not less:

Display Congrats

Show image/message that corresponds to correct reply

Increase Score by 1

Show button to Reset Game. Proceed to step **TBD**

* + - 1. Is the number of characters guessed correct <?
         1. Yes:

Congratulations message

End game! Proceed to step **TBD**

* + - * 1. No:

Increase

* + 1. Increased guess correct score for as long as the number correct is less than the length of the word.
       1. Once the number guessed correct is the same as the length of the random word:
          1. Stop Game