

Name: \_\_\_\_\_

## JS Assignment - HANGMAN (or any string manipulation game)

Create a Hangman application that allows the user to enter characters and guess a secret word. The application should then display a message if the user guessed the secret word correctly and display how many tries it took. Your code should make use functions and css.

### Marking Scheme: What I am looking for ...

#### **Features:**

- a) Introduction/Welcome screen or msg
- b) Getting the secret word
  - more than 10 words to choose from
  - used randomize or other means
- c) Checking for the letter in the word
  - use of loops
  - use of string functions
  - counts number guesses
  - correctly displays letters guessed
- d) Design
  - form display appropriate
  - use of various objects
  - use of multiple pages/windows (splash/about/help)
- e) Game Features
  - Takes in player name
  - Letters displayed/guessed hidden
  - Displays progressions
  - Use of graphics and overall color and style
  - Keeps track of game win/loss %
  - play again option/exit
  - Determines win/ lose
- f) Extras explored/added

#### **Code Style:**

- a) Output
  - instructions clear and concise
  - input beside prompt
  - order
  - nicely spaced
  - **spelling & grammar**
- b) Variables
  - good names
  - appropriate # and type
- c) Program Code
  - well-spaced
  - efficient

#### **Documentation (comments added):**

- name and date at top
- purpose stated at top
- each major section explained
- comments are descriptive & visible

**Level 1 – basic game, many problems**

**Level 2 – satisfactory game, some problems**

**Level 3 – good game, few problems**

**Level 4 – excellent game, few problems**

**Level 4++ exceptional game**