

PLAY WITH ASSEMBLER - Hangman

Paola Estefanía de Campos - Carlos Velilla - Gonzalo García



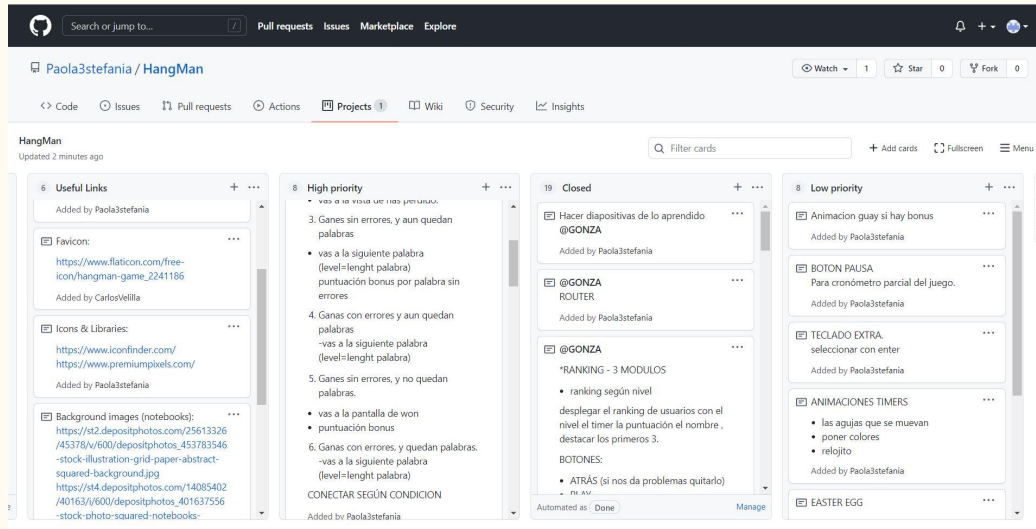
Bonus Unlocked

We divided our work so that each of us could practice and learn things we never did before. Some of these things are:

- Working with **templates** and **router**.
- Creating **timers** for different functions.
- Using the **B.E.M. method** for naming classes within the DOM.
- Creating our own framework **importing** and **exporting**.
- Creating our own **database of words**.
- Working with **objects**.

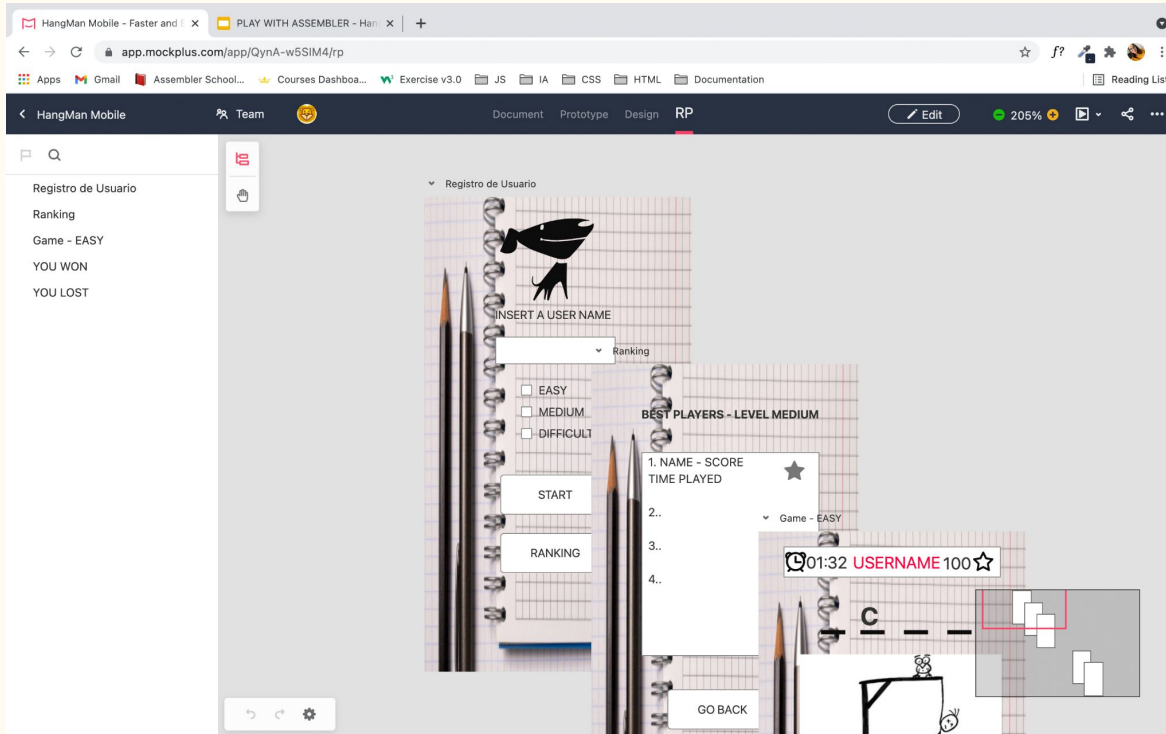
Stage One: Lots of Planning and no Coding

Hangman may seem quite an easy game, but it is not. Think about all the different options that there are inside a simple game.



That is the reason why we dedicated the first day just to divide the project into simple tasks and to assignate them to each member of the team. We created a huge *kanbas* where this could be easily carried out.

Stage One: Lots of Planning and no Coding



We also did a Mock up of every view of the SPA

It was very useful as a guidance for the templates

Stage Two: Templates and Routes

We wanted our design to be made out of **templates** which could be easily superposed and substituted.

```
function goToRanking(event) {  
  event.preventDefault();  
  let gameLevel = usuario.gameLevel;  
  if (gameLevel === "easy") {  
    window.location.hash = "ranking-easy";  
  } else if (gameLevel === "medium") {  
    window.location.hash = "ranking-medium";  
  } else if (gameLevel === "hard") {  
    window.location.hash = "ranking-hard";  
  }  
}
```

```
2  ✓ let username = `  
3    <template id="username">  
4      <div class="main__container">  
5          
6        <h1 class="main__title-game">HANGMAN</h1>  
7        <h2 class="main__title-username">INSERT</h2>  
8        <form id="username-form" action="" method="POST">
```

At the same time, we needed a system to navigate through all the templates. Paola taught us how to create a router.

Stage Three: Logic and Functions

Some of the functions that we needed to create were complex and challenging in a logical aspect:

- Function which picks a random word from the handmade database and displays it in a series of spans.
- Function which blocks a letter when it is pressed and compares it with the spans.
- Function which creates an array of objects with the user data and ranks it depending on its score.

Stage Four: Appearance

The last thing to do was create an interesting outline for our game.

After multiple ideas, we decided to recreate a simple notebook page where the Hangman game could be drawn. Just as we did back in school!

We also wanted the main game screen to display some particular features depending on the chosen level, such as timer, hint, punctuation, etc.

Questions and Donations

Let's better see the code!