

# COMP 125: Assignment - Word Guessing Game

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## Overview

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Hello and welcome to your next assignment for COMP 125! In this assignment, you'll be bringing a word guessing game to life using JavaScript. We've already taken care of the HTML and CSS, so your focus will be on JavaScript.

## Assignment Details

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The starter code provides the basic functionality to start the game. Your task is to enhance the gameplay by implementing the guessing functionality.

## Requirements

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1. **Delay in event handling:** When a letter is entered, there should be a delay of 300ms before the eventListener processes it.
2. **Message on successful guess:** Upon guessing the full word correctly, a message should be displayed in the msgBox, saying 'You guessed the word correctly!'.
3. **Input box disable:** Once a word is fully guessed, the input box should become disabled.

## Tips

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1. **Duplicate letters:** Your code should handle words that have the same letter more than once (e.g., 'Happy').
2. **Case sensitivity:** The game should treat uppercase and lowercase letters as the same.
3. **Already found letters:** Make sure letters already guessed correctly are not counted again.

## Key Concepts

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To successfully complete this assignment, you'll need to understand several core JavaScript concepts such as event handling, DOM manipulation, control structures, and string operations.

## Completed Assignment

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To give you an idea of what the game should look like when you're done, you can view a completed version of the assignment at this link:  
[comp125m23assignment2.netlify.app](https://comp125m23assignment2.netlify.app)

Note: The source code for the completed assignment is scrambled, so you won't be able to read it. Your task is to understand the requirements and create your own solution.

Good luck with your assignment!