**Word Guess Game – Design**

* Display initial page
* Define variables and associate them with HTML Tag ID’s as required
  + activeWord (random word the user is guessing)
  + activeGuess = the user guessed letter, blank when page refreshed or user wins or user runs out of guesses
  + guessedLetters = the letters the user has guessed – set to empty at start of each word.
    - Letters guessed does not include letters guessed that are in the word
  + wordDisplay = starts with an “\_” for each letter in the activeWord. As the user guess a correct letter, replace the “\_” with the letter (all instances of the letter in the activeWord).
  + winCount = number of times user has won the game. Reset to 0 when the page is refreshed.
  + remainingGuesses = 12 - number of incorrect letters guessed). Initialized to 12 when new game is started or the page is refreshed.
  + incorrectGuess = flag to indicate if the guessed letter did not appear in the active word.
  + correctLetterCount = the number of letters correctly guessed by user. If the letter appears more than once, each instance is counted
  + newGame = flag indicating if a new word needs to be selected and a new game is started
  + userWon = flag to indicate if the user won the game this time through

If page is refreshed

activeWord = random word.

For (i=0; i<activeWord.length; i++ )

wordDisplay.push(“ ”)

wordDisplay.push(“\_”)

end for loop

guessedLetters = []

winCount = 0

remainingGuesses = 12

correctLetterCount = 0

newGame = false

When user selects a letter, do the following

if newGame then

//reset variables

activeWord = random word.

For (i=0; i<activeWord.length; i++ )

wordDisplay.push(“ ”)

wordDisplay.push(“\_”)

end for loop

guessedLetters = []

remainingGuesses = 12

correctLetterCount = 0

newGame = false

end if

activeGuess = letter selected by the user (lower case)

incorrectGuess = true

for (var i=0; i< activeWord.length; i++)

if activeWord[i].lowercase = activeGuess.lowercase then

wordDisplay[(2 \* i)] = activeWord[i]

incorrectGuess = false

correctLetterCount = correctLetterCount + 1

end if

end for loop

if (correctLetterCount = activeWord.Length) then

// Comment – USER WINS

winCount = winCount +1

newGame = true

end if

if (incorrectGuess) then

remainingGuesses = remainingGuesses – 1

guessedLetters.push(activeGuess)

if (remainingGuesses = 0) then

alert “Sorry, you lost”

newGame = true

end if

end if

Update following display items

winCount

guessedLetters

remainingGuesses

wordDisplay

end display update

end user selected letter