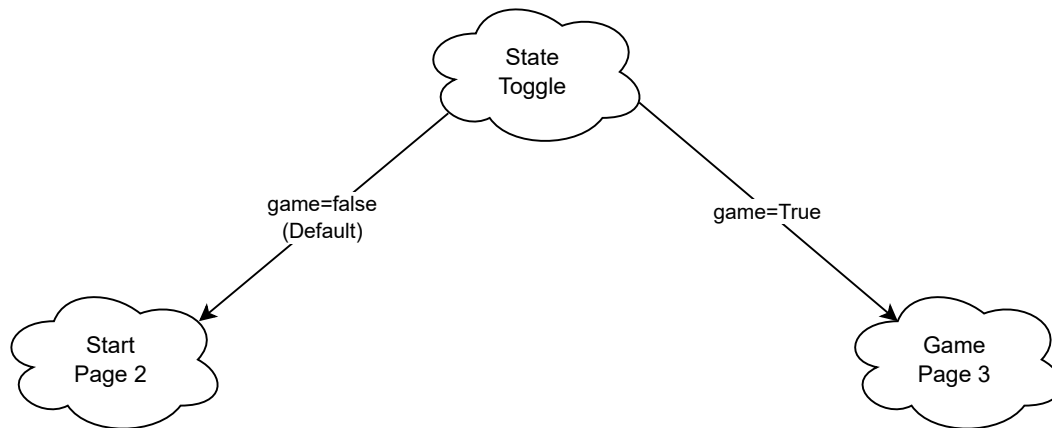


GameController



Redux Store State

gameRunning = bool (default false)

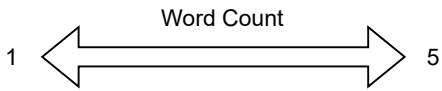
mistakes = integer (default 0)

solutionChars = array of array of char (default empty array)

solutionLocations = object containing keys of letter and value of array containing locations within phrase (default arrays empty but object has all keys)

guessButtons = array containing objects for each letter set up as {value: "A", disabled: false} (default is all buttons with disabled value as false and in alphabetical order)

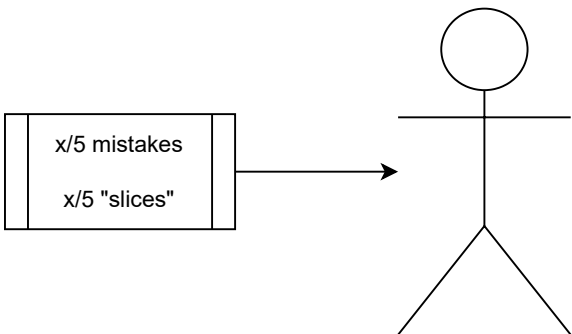
Start



GameController

Hangman Game

Hangman Image



Hangman Solution

Filling text field

Fi__i_g text fie__

Hangman
Guesses

