

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