

Guess Word

Task Title: Guess Word Game Development

Word Guessing Game

Guess the Word!

Congrats! You have guessed right word

HyperText Markup Language

H T M L

|

Wrong Guess Letters

k

Remaining chances

5

Reset Now

Task Duration:

This task is expected to be completed within 2 days from the date of assignment.

Task Description:

Develop a web-based guess word game where the player attempts to guess a word based on a series of hints provided. The game should include the following features:

1. Basic Structure:

- Create a structured layout using HTML to display the game interface. Include areas for displaying the hint, the current state of the guessed word (underscores for each letter), and a form for inputting guesses.

2. Styling with CSS:

- Use CSS to style the game interface, ensuring it is visually appealing and responsive across different devices and screen sizes.
- Employ CSS for animations or transitions to enhance user experience (optional but encouraged).

3. **Game Logic with JavaScript:**

- Implement game logic using JavaScript:
 - Choose a predefined list of words from which one is randomly selected for each game session.
 - Display the hint related to the selected word.
 - Allow the player to input guesses (single letter or full word).
 - Validate and handle player inputs, updating the display accordingly (e.g., reveal correct letters, update incorrect guesses counter).
 - Provide feedback to the player on their progress (e.g., success message upon correct guess, appropriate messages for incorrect guesses).
 - Manage game states (start, reset, win/lose conditions).

4. **Scoring Criteria:**

- **HTML Structure (20 points):**
 - Proper use of semantic HTML elements.
 - Clear and organized structure for game components (hint, word display, input form).
- **CSS Styling (20 points):**
 - Consistent and visually appealing design.
 - Responsive design that adjusts to different screen sizes.
- **JavaScript Functionality (30 points):**
 - Correct implementation of game logic (word selection, hint display, input handling).
 - Efficient handling of game state transitions (start, win, lose).

- **User Experience (10 points):**

- Smooth transitions or animations where applicable.
- Clear and helpful feedback to the player based on their actions.

- **Code Quality (20 points):**

- Readability and organization of code (use of comments, naming conventions).
- Proper use of functions and variables to manage game state and logic.

Deliverables:

- GitHub repository URL where the project is hosted.