lives -=1

disable letter

draw member body < animate() >

Guesses[i] = letter clicked

Counter +=1

show letter and disable it

Yes

No

Counter + space = guesses.length ?

Yes

Desactivate.buttons()

Desactivate.showMissingLetters()

Loser.smiley

< comments() >

Click on letter

Yes

No

Initialize

* Choose category
* Choose word
* Replace white space with dash ( - )
* Create buttons (letters from a to z)
* guesses[] : array to push founded letters
* lives = 10 : give 10 lives to player
* counter = 0 : count found letters
* space = 0 : number of space in the word
* call result() : function to create guesses ul and displace ( \_ ) representing word to guess
* call comments() : function to display remaining lives
* call selectCat() : function to choose category
* call canvas() : function to initialize and specify context of canvas

Desactivate.buttons()

show green congratulations message

Winner.smiley

< comments() >

lives < 1 ?

< comments() >

Show result

< comments() >

Good letter ?

< check() >