Block 2 Challenge Proposal

1. Purpose

Hangman Game – Play a game to either correctly or incorrectly guess letters.

1. Audience

Varying ages (directed to children) who enjoy puzzles and learning.

1. Data sources

Either localStorage or local JSON file

1. Schedule:

Week 10: Basic page set up with html, css and js and images

Week 11: Add functionality of buttons with local storage and improve css

Week 12: Bug testing and advancing css including transitions/animations

Week 13: Testing on multiple viewpoints and browsers/final bug testing

Week 14: Project submission

1. Color Scheme: Primary colors, focusing on yellows, a little more of a banana color.

Typography: Hand drawn, sans serif type

Element Styling: Rounded, soft, bubble like. Maybe bouncy transitions.