­SPACEMAN

* Project Description

A player should enter a word that will be hidden and represented by a number of boxes that are equivalent to the word’s length, then the second player will choose letters which are revealed if present. If not, parts of the spaceman’s spaceship will be built. If the spaceship is fully built, then player two losses.

* Wire Frame

A picture containing text

Description automatically generated­­

* MVP Goals
* Player 1 will be able to enter a word that will be hidden.
* Boxes will appear. Their number is equal to the word’s length.
* Player two will be able to enter a letter.
* If it is present the word it will go to the corresponding box.
* If not, it will be set aside on the screen and a new piece of the spaceship will appear.
* If player one guess all the correct letter they win, if not the spaceship will be built fully and they loose
* A timer will be set to record the time for player two to win.
* All the scores will be kept for future reference.