```html
<!DOCTYPE html>
<html>
    <head>
        <title>Guess a Word</title>
    </head>
    <body>
        <h1>Guess a Word</h1>
        <script type="text/javascript">
            // Create an array of words
            var words = [
                "smartphone",
                "apple",
                "weather",
                "lecture",
                "transportation"
            ];

            // Pick up a random word
            var word = words[Math.floor(Math.random() * words.length)];

            // Set up the answer array
            var answer = [];
            for (var i = 0; i < word.length; i++) {
                answer[i] = "_";
            }

            var remainingLetters = word.length;

            // The game loop
            while (remainingLetters > 0){
                // Show the progress
                alert(answer.join(" "));

                // Get a guess from the user
                var guess = prompt("Guess a letter, or click Cancel to stop.");
                if (guess == null) {
                    // exit the game
                    break;;
                }
                else if (guess.length != 1) {
                    alert("Please enter a single letter!");
                }
                else {
                    // update thr answer array
                    for (var i = 0; i < word.length; i++) {
                        if (word[i] == guess && answer[i] == "_") {
                            answer[i] = guess;
                            remainingLetters--;
                        }
                    }
                }
            }

            // Congratulating the playet
            alert(answer.join(" "));
            alert("Good job! The word was " + word);
```

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        </script>
    </body>
</html>
```