1. [Watch the demo](psychic-game-demo.mov).

2. You're going to make a game just like the one in the video. Essentially, the app randomly picks a letter, and the user has to guess which letter the app chose. Put the following text on your page:

3. Guess what letter I'm thinking of

4. Wins: (# of times the user has guessed the letter correctly)

5. Losses: (# of times the user has failed to guess the letter correctly after exhausting all guesses)

6. Guesses Left: (# of guesses left. This will update)

7. Your Guesses So Far: (the specific letters that the user typed. Display these until the user either wins or loses.)

8. When the player wins, increase the Wins counter and start the game over again (without refreshing the page).

9. When the player loses, increase the Losses counter and restart the game without a page refresh (just like when the user wins).

## Option Two: Hangman Game (Challenge - Recommended)

**Guess letter I’m thinking of**

Declare a var of letters called AZ

1. Wins:

Create a Variable called WINS: set to 0

If someone picks the proper letter, the number of wins go up.

1. Losses:

Create a variable called LOSSES: set to 0

If someone picks an incorrect letter, the number of losses go up.

1. Guesses Left:

Create a Variable called Guesses Left: set to 9

Letters will decrease each time a wrong letter is chosen.

1. Guesses so far:

Create a variable called Guesses so far: This is the total number of guesses.

Array with user guesses

I would need to set up an onkeyup event that tell the computer that everytime a player presses on a key to LISTEN for the response of either the right or wrong answer(too tired…. Been working on this since class left. Will come back to it in the morning.

Var of user guesses should be 0?

Set a letter to be picked randomly by the computer

Updated:

1. Computer sets up letters from A-Z
2. var **wins** = 0
3. var **Losses** = 0 ------ Reset s
4. var **guesses left** = 0
5. var **guesses so far** = 9
6. Computer will pick a random letter in the background
7. The player will pick a letter by clicking a key
8. The computer will keep track of each keystroke.
9. If a player pick the wrong letter it will appear on the screen and the number of **guesses left** would go down by one and keep going down for each wrong letter until the 9 guesses are used up.
10. If **guesses left** hit 0, it reset back to 9
11. If you have no more **guesses left**, the **Losses** go up by 1
12. This process keeps repeating until the user picks the right letter.
13. If the user picks the right letter, the **Guess Left** resets to 9 again and the **wins** go up by 1.

Green = ARRAY

Blue=VARIABLES

Yellow=FUNCTONS

Blank= If or Else statements.