



- ① Comp chooses a solution word
- ② Player uses on-screen keyboard to enter letters
- ③ Letters are captured in Event listeners and transferred to Board Row squares

④ When five letters entered, computer ^{runs check solution} checks word against comp choice. If matches, message 'You win!' If not, message 'not right, try again'.

Repeat steps 2-4, until entry matches solution or # of board rows > 6. (message - You lose!)

Player can click Play Again & board state clears