PSEUDO CODE FOR WORDLE:

1. Define any variables that are used to track the state of the game:
   * 1. Solution – computer’s choice of word
     2. Solution letters – created by splitting computer’s word choice
     3. Player input – letters 1-5
     4. Player word choice – created by joining letters input
     5. Result message for win/loss
2. Define the required constants:
   * 1. Array of words for computer to choose from
     2. User choices – alpha only, no numbers or symbols
     3. Reference to DOM element for message display
3. Handle generating a random word selection by computer.
4. Handle splitting the random word into separate letters to compare to player’s input.
5. Handle input from player entering letters on a keyboard.
6. Handle joining the player’s letters into a word to compare to solution.
7. Compare player choice as a joined word to computer word choice, and check for the winner based on game rules.
8. If joined word doesn’t match computer word choice, compare player’s letter inputs to computer’s letters to determine background color of blocks where letters were input.
9. Handle advancing to next blank row for player input.
10. Handle repeating steps 5 – 7 until either player’s word matches computer word or there are no more blank rows for player input.
11. Render a win/lose message to player. If they lost, display the computer’s word.
12. Allow user to reset the game with the reset button. Clear out the state of the game (variables, etc.) and reset the computer choice options, the blank rows and the display message