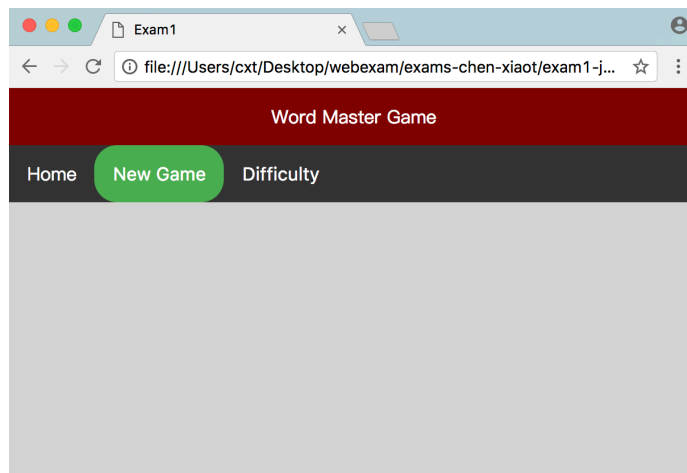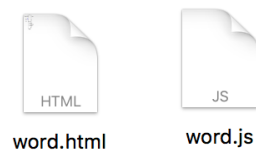styles.css   games.js   index.html

目前总共两个页面，第一页是这几个文件，长这样。 第一页Js 的要求是：

A button labeled 'Play'. This button is disabled unless a valid game has been selected in the drop down (i.e. currently 'Word Master' is the only valid game) and disables if a non-valid game is selected.

翻译：就是game要选择的事word master ， 这个按钮才能按下去，否则不行。 按下去之后要跳转到另外一个页面，见下。
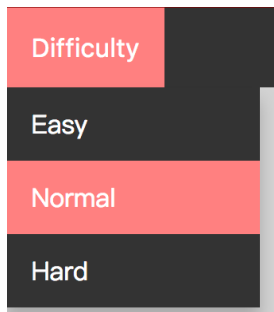

word.html   word.js

两页共用一个css， 我取好的什么classname 就别改了。

第二页js的要求是：
Difficulty - this contains a SECOND unordered list. When hovered over the Difficulty button will show a submenu of the three difficulty options (East, Normal, Hard). The currently selected difficulty is underlined and has a different color/background color. Clicking one of the unselected difficulties will select that difficulty and start a new game with that difficulty. Clicking the selected difficulty will NOT restart the game

第二页的nav bar 的那个difficulty是选难度的，第一页传进来的难度为默认难度，要underline,然后背景颜色不同。另外难度也可以在这页选，选中的要underline 然后背景颜色不同

下拉框长这样，这是还没加js前的样子。

这次大作业基本上就是结合上次写的猜词游戏。如果你还有空，第二页里面还需要很多东西。

The page will have the following areas that you can position and style as you prefer, remembering the best practices:

- A place to type your guess, along with a button to submit it.
- A place to list previous guesses, along with the number of correct letters AND the number of exactly correct letter matches
  - A letter matches if it is present anywhere in the word, and does not exceed the number of such letters
  - A letter is an exact match if it is present in the secret word IN THE SAME POSITION
  - These matches are case insensitive

- ○ Example: If the secret word was 'TREES', than 'BEERS' will have 4 correct letters (REES), and 2 exactly matching (__E_S)
- A message area to give messages to the user.
- An area to list the sorted word list for the current difficulty (defaults to Normal, regardless of choice on Default Page)
- A game status area that includes the current difficulty, the necessary word size, and the number of guesses currently made

如果你想看英文原版要求，就在这里，比较清楚

exam-
instructions.md