Pseudo code for Hangman Project

Create the board

Create Background and Header in western style

Create hangman illustration and gallows

Player One “Hangman” Input

Take player one input and store as a value in an object

Create a prompt

Convert input string into individual letters in an array in the object

Find number of unique values

Create a div on the board for each letter in the array

Div will have a bottom border but otherwise transparent

Each div must refer to an index in the array

Alert the rules and state that it is the Convict’s turn

Convert to Convict’s board

Create player two “Convict” board

Display aside

Create buttons with letters of the alphabet – possibly sidebar

On “click”, compare the button value to the value in the array

If match, put that value in the Div

Remove button from available choices (hide div)

Add 1 to correctly chosen values

If not match,

Remove button from available choices (hide div)

Add 1 to incorrect choice values

Reveal corresponding section of the hung man according to incorrect

choice. i.e. first wrong answer reveals head, second wrong answer reveals torso, etc.

Winning – number of correct answers is equal to number of unique characters in the array.

Losing – number of incorrect answers is equal to the number of allowed wrong answers.