

Hang-man Game with Vue Js

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About

This document discussed how I made this project possible and how creating a project can significantly improve your learning / studying about a framework used for web development. I know this project will be simple but from doing this project , my knowledge in Vue js grew and I understand how it works.

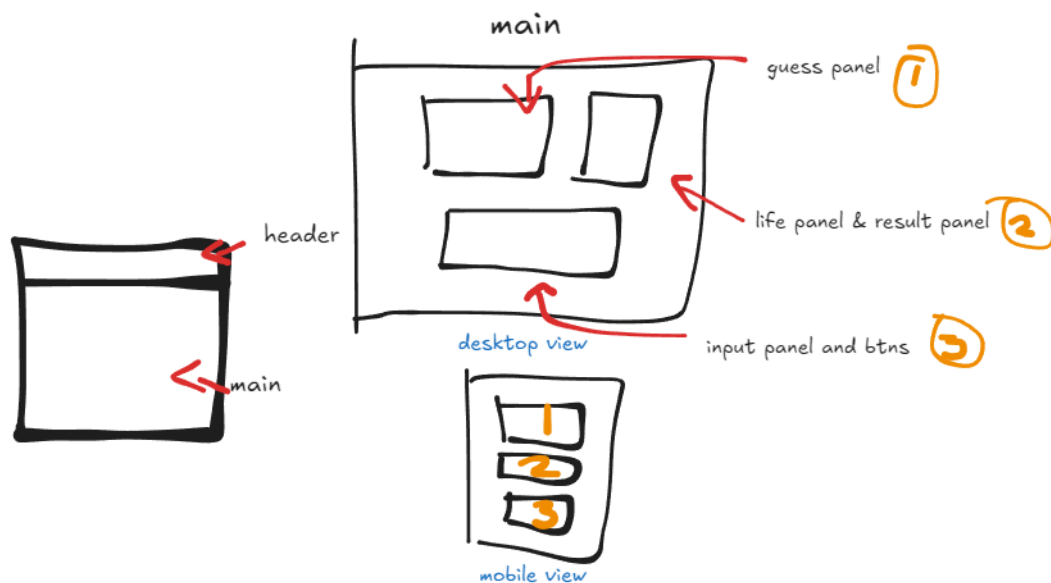
Development Stages

How does it work ?

Simple, I just applied the logic of how a hang-man game works on this project. In this section, you will know more about how I work on this project.

Tool & Resources Used

I used **Vue Js** as my main framework for this project and meanwhile I used vanilla CSS for implementing my design.



This image shows how my design will effects on user's devices.

Problems Encounter

Words to be guessed by the viewer ?

After making components in Vue Js, I need random things/sentences to be displayed and used for this. That's why I used a thing called API and found this [API](#) to randomly call quotes from different movies/tv shows. Thanks to this, my first problem was solved.

Return object by the API Call to display in components to be guessed?

I made a script that turned the object from the API into a guessing game. This script is applied so that every letter from the object turns into empty spaces except from the special characters. That's why you can find a test folder in this repo. But through trial and error, I made the script possible and these following bugs I encountered.

1. Avoid guess letters to be repeated
2. Capital letter
3. What if user accidentally reload the page (the fetch api method will automatically apply, the test will repeat)

Applying CSS design

You can see the commits I made in this repo are mostly problems that I encountered in CSS. That's why I always retest it from mobile view to desktop view.

Lesson Learned

Vue Js was a great framework to study. I learned how components, props and its scripts work with each other. Implementing how Vue handles/fetches API to display with their significant components.

You can message me if you have comments or tips that you will suggest for me. Happy coding from me!

