

Constants

const words = array of words

const maxGuesses = 7

Variables

Define a variable randomWord = random generator to pick the secret word

Define a variable answerA that is an array of underscores that match the length of random word

Define a variable wrongGuesses = empty array

Cached element references

Create a constant that will query select the reset button element

Create a constant that will query select submit button element

Create a constant that will query select the msg element

Event Listeners

Create an event listener that will listen to the click of the submit button

Create an event listener that will listen to the click of the reset button

Functions

Create a handleClick function that will run when the submit button is clicked and will take the input and see if it is a letter in the secret word and if it is then it will put it in the answer array and if not it will put it in the bad guesses array

Create a get winner function that will check to see if the answer array still contains and underscores if number of guess <

Create a render function that will update the msg to say if that guess is incorrect, if it is correct, if you did not enter one letter, you entered something invalid, or if you have already guessed the letter and will also display the correct letter on the screen (answer array?)

Create an init function that will cause the reset button to appear when the game is complete and will clear the input and values saved in the arrays from the last game.