SPACEMAN PSEUDO CODE - Dawson Childers

DEFINE THE CONSTANTS

-Available word list

-Sound files (if using)

DEFINE THE VARIABLES

* anser
* guessedLetters
* charArray
* lives

CACHED ELEMENTS

* lives
* keyboard
* word

EVENT LISTENERS

- TBD

FUNCTIONS

* initialize the game state (variables)

- render the game “board”

* generate a random word (Math.floor/Math.random I think)

- enable the keyboard

* listen to keyboard clicks (figure out how to log proper letter upon click and how to disable)
* handle the guessed letters
* update lives left
* show displayed word as guesses are correct

-display an end game message for win/loss