* Link css, bootstrap, javascript, bootstrap JS
* Components
  + Press any key to get started!
  + **Wins:** (# of times user guessed the word correctly).
    - \* If the word is `madonna`, display it like this when the game starts: `\_ \_ \_ \_ \_ \_ \_`.
    - \* As the user guesses the correct letters, reveal them: `m a d o \_ \_ a`.
  + **Losses**
  + **Current word: \_ \_ \_ \_ \_ \_ \_ \_**
  + **Number of Guesses Remaining:** (# of guesses remaining for the user).
    - Same guesses don’t count
  + **Letters Already Guessed:** (Letters the user has guessed, displayed like `L Z Y H`).
  + After the user wins/loses the game should automatically choose another word and make the user play it.
* Bonus
  + Play a song or sound on win
  + CSS
* Html
  + Press any key to get started
  + wins = *var wins*
  + Current word (#currentword) = \_ \_ \_ \_ \_ \_ \_ (*var countryToGuess)*
    - Display none display show?
  + Number of guesses remaining = *var guessesRemaining*
  + Letters already guessed = *var guessedLetters*
* Create variables
  + var wins = 0
  + var countryToGuess
  + var countryArray []
    - Australia
    - Canada
    - China
    - England
    - France
    - Germany
    - Japan
    - Spain
  + var guessesRemaining = 10
  + var guessedLetters = 0
* Pick a variable from array, assign it to countryToGuess
* Take userGuess, check against letters in countryToGuess, if there reveal, if not take away a guessesRemaining
  + Take userGuess
    - Ignore all but alphabet letters
  + If userGuess
    - does not exist in guessedLetters && does not exist in countryToGuess
      * add it to guessedLetters
      * guessesRemaining--
    - does not exist in guessedLetters && exists in countryToGuess
      * reveal letter in #currentword
      * add to guessedLetters
    - already exists in guessedLetters
      * do nothing
  + If