**Step 1 of 6**

**Your First Major Project**

Welcome to your first major project of the class. With this project, you’ll call upon many of the skills you’ve learned throughout the class to create an interactive game. Get excited!

To help you apply the skills you’ve learned in this class, you’ll be writing much of the code yourself. The project instructions have a similar structure to the Practice Exercises you’ve worked on in previous lessons. You’ll receive some guidance on what to do, but you’ll figure out the details yourself. Applying your skills is where the real learning happens! This project is a great time to break out your [ULTIMATE JavaScript Fundamentals Study Guide](https://learn.skillcrush.com/module-1/the-ultimate-javascript-fundamentals-study-guide/)to help guide you.

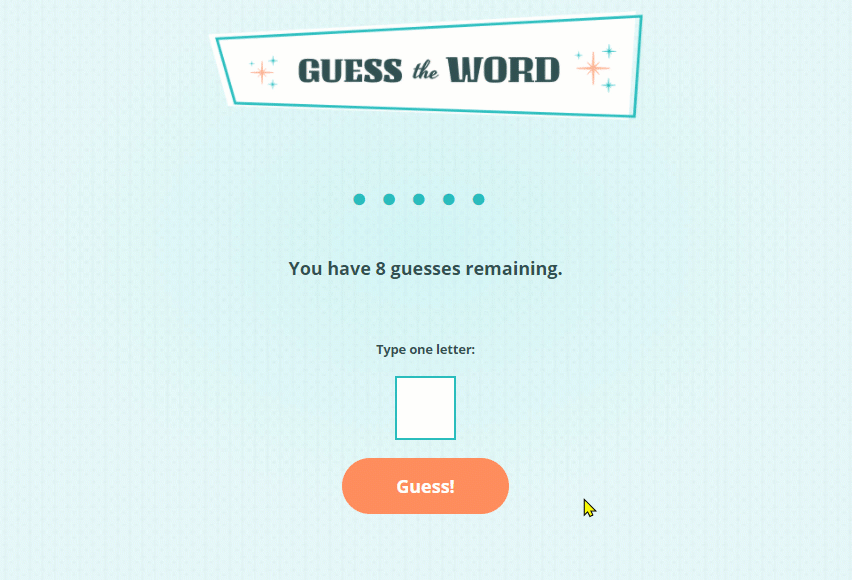
Like Practice Exercises, at the end of each part of the project, you’ll have a solution code where you can check your code and make sure you’re on the right track. :)

**GUESS THE WORD GAME PROJECT**

The first project you’re creating is a fun Guess the Word game! This game is an excellent portfolio piece because your viewers can interact with your code by playing along with the game. The game will be a memorable portfolio piece, guaranteed!

The game starts with a word on the screen. Circle symbols act as placeholders for each letter. Players start by entering a letter. If they guess *correctly*, the letter appears in the word. If they guess *incorrectly*, they learn how many guesses they have remaining. The player can also see which letters they’ve already guessed. The game lets the player know if they’ve already guessed a letter or entered a non-alphabetic character!

If the player guesses all the letters correctly before they use up their allotted guesses, they win! A Play Again button appears at the end of the game to prompt the player to give it another try!



*If the player is successful in guessing the word, the game congratulates them!*

**Starter Files & Words**

Your starter files will include all the HTML and CSS you’ll need for the game. You’ll focus on adding JavaScript to make it interactive!

At first, your game will only have one word for someone to guess, but as you progress in the project, you’ll add an API call to fetch a text file with over 800 of the most common English words. Your game will then randomly select a word from the file, so each time the player visits, they’ll likely get a new word to guess!

**New Additions to Your JS Toolbox**

There’s some new code in the project you might not be familiar with, including some new methods you haven’t worked with before like match(), split(), trim(), and join(). You’ll also use a single, simple regular expression, which finds text that matches a pattern.

Discovering and working with unfamiliar methods and other code techniques is common when working on new projects! You’ll frequently try to solve a coding issue and realize you need to find a new skill to solve it. Because this new code is unfamiliar to you, we’ll describe its uses and tell you where to apply them in your code at the appropriate steps.

**GitHub Pages**

You’ll continue to work locally on your computer and use Git/GitHub for version control for your project. At the end of your project, you’ll host your project on [GitHub Pages](https://learn.skillcrush.com/module-11/hosting-with-github-pages/), so it’s shareable and playable for others! If you’re feeling out of practice with GH Pages, no problem! We’ll provide a step-by-step process for hosting your project.

**Project Decomposition**

One of the most challenging parts of working on a large project is knowing what to tackle first. Because you’re still learning JavaScript, we’ll provide help with the decomposition of your project. **Decomposition**is a computer science term, and it means breaking down a larger problem into smaller problems. Decomposition makes tackling a large project easier by breaking it into smaller problems that need to be solved.

We’ve broken your Guess the Word project into five major parts in the following steps, each with smaller sections to focus on. Take your time working through each part and each section. Don’t feel like you need to work on the project all at once! Take it slow, look back at your notes, review sections in the class, test your code, and really think through the logic of designing the game. The slow approach will help you develop your problem-solving skills and lead to deeper learning!