**Hacking JavaScript translation plan**

**Setup() -**

* **Set canvas size**
* **Set overall font style and size**
* **Set font colour**
* **Set background colour**
* **Declare empty password array**

**Draw() -**

* **Call to game.play()**

**Class game() -**

**Play() -**

* **Set guesses left to max (default 4)**
* **Call to create password list**
* **Choose correct password at random**
* **Call to header()**
* **Call to displayPasswordList()**
* **Call to getGuesses()**
* **Call to endGame()**
* **EndLoop()**

**Header()**

* + **Create header content**
  + **Display attempts left**
  + **Call to displayLine()**

**DisplayLine()**

* + **Display line in canvas**
  + **Sleep before next line**
  + **Calculate position of next line**
  + **Update location**

**DisplayPasswordList() -**

* + **Retrieve generated password list**
  + **Call to displayLine() with embedded password list**

**GetGuesses() -**

* + **Call to PromptUser()**
  + **Decrement attempts left**
  + **Call to checkWarning()**
  + **Call to displayHint()**

**CheckWarning() -**

* + **Display warning if guesses left == 1**

**DisplayHint() -**

* + **Call to displayLine() with incorrect guess**
  + **Check number of correct letters by position**
  + **Call to displayLine() with hint**

**PromptUser() -**

* + **Request user input at specific location**
  + **Return user input as their guess**

**EndGame() -**

* + **Decide outcome – win or loss**
  + **Clear screen**
  + **Call displayLine() with relevant win or loss text**

**Class Passwords() -**

**Constructor(passwordArray) -**

* + **This.passwordList = passwordArray**
  + **This.passwordList = generatePasswordList()**
  + **PasswordArray = This.passwordList**

**generatePasswordList()-**

* + **Generate 13 item long password array with 7 character words**
  + **Call to embedPasswords()**

**EmbedPasswords() -**

* + **Create filler symbols - '!@#$%^&\*()-+=~[]{}'**
  + **Embed each password in a random number of filler symbols on each side, with each line totalling 20 characters including the password**