Hangman Game - Strong and Blake

One person creates the structure, one person creates a doc that outlines the game, one person creates the SVG artwork – everyone commits to the repo

Objective
- Guess the word with how many letter spaces there are before being hung

Rules ** add in mechanics
- Computer knows what word it wants you to guess
- Lines appear how many letters in word (at right in orange box)
- Player inputs letters into an input box
- If they get a letter, it shows in a letter space
- If they don't get a letter, a stick part shows up on the hook
- Letters they have already pressed, are shown on screen at the bottom (in blue box)
- Once full word is guessed, "you win" shows on screen
- If you don't guess full word and hangman is fully made, "you lose" shows on screen
- Try Again button

Screen
- Title on top of screen "Hangman"
- Simple, black box design (made in Illustrator)
- Light grey background
- Blue and orange accent colours
- Separate SVG parts - this makes it possible to add parts in when a letter is not guessed

Load up game
- Hook is empty
- Guessed letters are hidden, and underlines are displayed
- User can now input letters into box in order to guess a letter of the unknown word
- If letter == answer, then
    - The proper letter shows up in replace of the specific line
- Else
    - SVG part appears and letter shows up in guessed letters box
- User either wins by guessing the word or loses by having all hangman parts appear
    - Win or Lose screen appears and gives the user a button to try again

What JavaScript Does
- Have variables for each part
- Function to reset screen with different messages determined by if the user wins or loses
- If and else statements to determine if correct letters are chosen then show on screen, if not, show an SVG part
- Event listeners to listen for user input

Resources
- https://developer.mozilla.org/en-US/
- What you want to work with.mdn
    - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array

JavaScript Research
- How to make hangman game
    - Create an array to hold the words to be guessed
    - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array
    - Arrays are index based. Each index has a number associated with it
    - If you have 5 arrays, it always starts with 0. If you want to grab 3 (which is magenta, you type in [3]
    - Count 0, 1, 2, 3… (word 1, word 2, word 3, word 4)