What were some challenges you faced while making this app?

One of the main challenges for me was figuring out how to make the LetterBox components re-render properly. At first the letters from my previous game would transfer over to my new game even if I changed the difficulty. I realized that I needed to essentially reset the global State each time.

Another was when I implemented the Reset button, a new word was not being generated by my component. I realized that this was because I was keeping the Word generating function at the local level and was unable to reach after the dispatch from the Reset Button. This was fixed by moving the Words for each difficulty to the initial state and generating a new one using a reducer every time a new game page was loaded, or the reset button was clicked.

Given more time, what additional features, functional or design changes would you make?

I would have a saved state whereby I could create a profile and track my historic wins/losses and other statistics. I also would allow my app to select a la carte the word length and number of guesses (>1 and <11 for both). Design wise I would have more carefully partitioned the main app page so that each different difficulty component would render in an orderly way instead of having to fine tune css tags for each.

How long did this assignment take to complete?

A long time.