

Coding Challenge

Your task is to write a 'simple' Hangman game as a Web application. For your review, the rules for Hangman are as follows:

- When the game is started, the player is represented with an empty field for each letter in the word.
- When the player guesses a letter correctly, each field that represents that letter is filled with the letter.
- When the player guesses a letter incorrectly, a piece of a gallows with a hanging man is drawn.
- After 10 incorrect guesses, the game is over and the player lost.
- Thus, there should be 10 different states of the gallows to be drawn.
- If all fields are filled with their letter before 10 incorrect guesses, the player has won the game.

Technology Requirements

- Server/client based with the client being the browser
- Client implemented with AngularJS
- Server implemented with NodeJS
- Business logic executed on the server (so nobody can cheat)
- Allow for keeping simple statistics (games won/lost)
- Game is self-contained
- Game must scale to millions of users

While this project does not need to be your masterpiece, you should develop the game to the best of your abilities. After all, the goal is to get a sense of your software development abilities.

Please submit the code back to Brian Lindauer (brian@mavrck.co) via GitHub

For your reference: [http://en.wikipedia.org/wiki/Hangman_\(game\)](http://en.wikipedia.org/wiki/Hangman_(game))