1. create Game Intro screen and Press any key to get started
   1. ~~html page using bootstrap/responsive~~
   2. user input to start the game
2. create a list of words
   1. ~~array of words~~
3. display current word with blank/underscores
   1. ~~current word variable~~
4. create and track user input
   1. event listener
   2. ~~array to track user guesses~~
   3. if/then logic to check if guess is correct
5. display correct guesses on current word
   1. update html page
6. track and display number of allowable guesses, incorrect guesses, and remaining guess
   1. ~~allowable guesses variabl~~e
   2. incorrect guesses variable
   3. current incorrect guesses
7. display user guesses
   1. user guesses array
8. track number of wins
   1. number of wins variable
9. add ability to prevent user from reusing a letter
   1. if/then logic
10. add check to prevent user guess anything but letters
    1. in/then logic
11. finish screen/play again
    1. update html
    2. event listener (reuse?)

* Create an object
  + Object variables
    - Word array
    - Current word variable
    - User guesses array
    - Correct guesses array
    - User guesses variable