

## Checklist



### Needs Work



### Meets Expectations



### Exceeds Expectations

#### Phrase Class

- No constructor or constructor doesn't properly initialize a `phrase` property
  - Is missing any of the following methods: `addPhraseToDisplay()`, `checkLetter()`, `showMatchedLetter()`
- Includes constructor that receives a `phrase` parameter and initializes a `phrase` property set to the `phrase`
  - Includes `addPhraseToDisplay()` method which adds the phrase to the gameboard
  - Includes `checkLetter()` method which checks if a letter is in the phrase
  - Includes `showMatchedLetter()` method which reveals the letter(s) on the board that matches the player's selection
- N/A

## Game Class Constructor

- No constructor or constructor doesn't properly initialize the missed, phrases, or activePhrase properties
- Phrases added to the game include numbers, punctuation or special characters
- Includes a constructor that initializes a missed property set to 0, a phrases property set to an array of five Phrase objects, and an activePhrase property set to null initially
- Phrases added to the game only include letters and spaces
- N/A

## Game Class Methods

- Is missing any of the following methods: `startGame()`, `getRandomPhrase()`, `handleInteraction()`, `checkForWin()`, `removeLife()`, `gameOver()`
- Includes `startGame()` method that hides the start screen overlay, sets the `activePhrase` property to a random phrase, and calls the `addPhraseToDisplay()` method on the active phrase
- Includes `getRandomPhrase()` method that randomly retrieves one phrase from the `phrases` array
- Includes `handleInteraction()` method that:
  - Disables the selected letter's onscreen keyboard button
  - If the phrase does **not** include the guessed letter, the `wrong` CSS class is added to the selected letter's keyboard button and the `removeLife()` method is called
  - If the phrase includes the guessed letter, the `chosen` CSS class is added to the selected letter's keyboard button, the `showMatchedLetter()` method is called on the phrase, and the `checkForWin()` method is called. If the player has won the game, the `gameOver()` method is called
- N/A

- Includes `checkForWin()` method that checks if the player has revealed all of the letters in the active phrase
- Includes a `removeLife()` method that removes a life from the scoreboard (one of the `liveHeart.png` images is replaced with a `lostHeart.png` image), increments the `missed` property, and if the player has lost the game calls the `gameOver()` method
- Includes `gameOver()` method that displays a final "win" or "loss" message by showing the original start screen overlay styled with either the `win` or `lose` CSS class

app.js	<ul style="list-style-type: none"> <li>Clicking the "Start Game" button doesn't create a new <code>Game</code> object or doesn't start a new game</li> <li>Clicking an onscreen keyboard button doesn't result in a call to the <code>handleInteraction()</code> method or the method is called for the incorrect keyboard button</li> <li>Clicking the spaces between and around the onscreen keyboard buttons results in the <code>handleInteraction()</code> method being called</li> </ul>	<ul style="list-style-type: none"> <li>Clicking the "Start Game" button creates a new <code>Game</code> object and starts the game</li> <li>Clicking an onscreen keyboard button results in a call to the <code>handleInteraction()</code> method for the clicked keyboard button</li> <li>Clicking the spaces between and around the onscreen keyboard buttons does not result in the <code>handleInteraction()</code> method being called</li> </ul>	<ul style="list-style-type: none"> <li>Event listener has been added for the <code>keydown</code> or <code>keyup</code> event so that pressing a physical keyboard button results in the <code>handleInteraction()</code> method being called for the associated onscreen keyboard button</li> </ul>
Resetting the Gameboard	<ul style="list-style-type: none"> <li>After a game is completed, the gameboard isn't reset so that clicking the "Start Game" button fails to load a new game</li> </ul>	<ul style="list-style-type: none"> <li>After a game is completed, the gameboard is reset so that clicking the "Start Game" button loads a new game</li> </ul>	<ul style="list-style-type: none"> <li>N/A</li> </ul>
HTML and CSS	<ul style="list-style-type: none"> <li>Provided HTML or CSS is not used</li> </ul>	<ul style="list-style-type: none"> <li>Provided HTML and CSS is used</li> </ul>	<ul style="list-style-type: none"> <li>App styles have been personalized and changes have been noted in the <code>README.md</code> file and the project submission notes</li> </ul>