

1. Report

This project is a simulation of the hangman game. The application design is consisted of 3 pages: homepage, game screen and high scores screen.

Rules:

The user must enter his username which triggers the start of the game. The user then tries to guess the quote by selecting letters. User's time is tracked and errors are displayed constantly. Upon finding all the letters in the quote, the game is finished and user's score is calculated based on the number of errors.

2. Launching the application

The app is installed and launched in the root folder via terminal:

- npm install
- npm start