# hangman-cli

* Advanced JavaScript Assignment: Constructor Hangman

hangman command-line game using constructor functions

* User guesses bedtime related word.
* Randomly selects a word and uses the `Word` constructor to store it.
* Prompts the user for each guess and keeps track of the user's remaining guesses
* Allows 10 guesses per word and exits after 5 games.
* uses the rpm package inquirer for input

files:

* index.js containing the logic for the course of the game
* letter.js constructor function for the Letter object
* word.js constructor function for the Word object
* package.json