# TASK 1
## WEBDEV

**Spider**
R&D Club

## PROBLEM STATEMENT:

### HANGMAN GAME

Hangman is a popular word guessing game where the player attempts to build an unknown word by guessing one letter at a time. The game ends after a certain number of incorrect attempts (lost) or if the player guesses the correct word (win). First task is to implement this game.

The task should follow the following workflow

- A random word must be chosen from a set of words
- Blank spaces must be given for each letter in the word
- The user must either type the letter or enter it using the virtual keyboard and must be able to pick a specific letter.
- For every wrong guess a part of hangman should be displayed.
- Decide on a creative way to construct the hangman step by step.
- If the hangman is completely drawn, then the game is over with the player being announced as loser.
- If the player has guessed the word correctly the game should get over with the player being declared as winner along with the score.
- Choose an appropriate scoring system.
- Save the score in local storage and show all-time best score.

Additional Features

- Use an API (of your choice) for getting random words.
- Implement a dual player mode with alternating positions. One player should pick the word and the other player should guess the word. Based on the scoring system display the winner at the end.
- Save the game state using local storage and allow the player to resume the game if he/she closes the browser in the middle of the game.

- Make the website mobile responsive.

## GUIDELINES:

The basic features should be implemented. The additional features are optional and can be implemented based on mentee's interests.

Plagiarism is strictly prohibited and if such a behavior is observed then you will not be allowed to participate in any activity involving spider.

## EVALUATION METRICS:

Projects will be judged based on creativity and the implementation of the basic features suggested. Brownie points will be awarded if the additional features are implemented.

## SUBMISSION:

The submission will be through GitHub. Share the GitHub link to your respective mentors. The deadline for submitting the task will be 18/06/2022 (11:59 pm).

## RESOURCES:

Resources have been shared before.