Project description:

This is a learning game. Users will be presented with two randomly generated homophonous words - like piece and peace - and a single definition. Users must match the correct spelling to the definition.

Requirements:

- Uses Datamuse API and Firebase
- Users must get a point for each definition they get right
- There must be a dynamic score counter visible on the app
- There must be some kind of timer OR progress bar for 10 answers
- CSS animation when the user wins/finishes
- Users can choose to enter their name and be added to a public leaderboard visible in a sidebar and saved to Firebase
- Proper error handling. For example:
  - If a user types in a query that yields no result - they should be provided feedback (e.g. there were no results found)
  - Common error responses should be handled
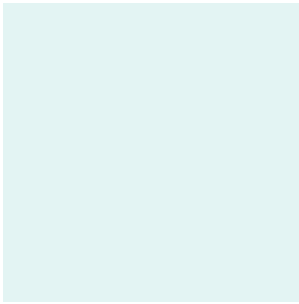 - API loading states

Stretch goals:

- Users can choose levels of difficulty for the game
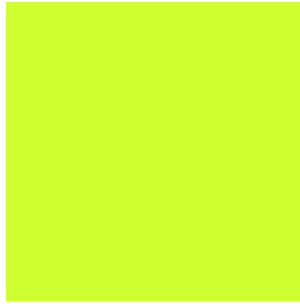- Users can save words they got wrong and have saved collection for review

Deliverables:

- Project files up on GitHub
- Project up on GitHub pages or your own URL
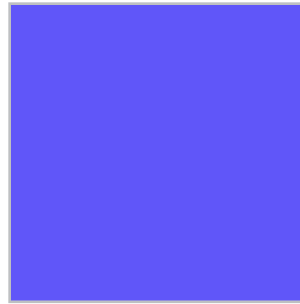- All requirements completed BEFORE any stretch goals have been attempted

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