How to play the game:

1. Choose a theme can be Shrek, Gingerbread Man, or Hansel & Gretel

2. Once a theme is picked a random word related to that them will be generated. According to the length of the word the number of dashes would appear on the page.

3. From the 26 letters shown click one letter at a time to guess. If the letter you clicked is a part of the generated word it would show up on top of the dash and a happy sound is generated.

4. If the letter you chose is not a part of the word generated a body part of the gingerbread man would be added to the candy cane and a sad sound is generated.

5. The player has a maximum of 5 incorrect guesses in order to stay in the game.

6. Once the player has reached 5 incorrect guesses the full gingerbread man would be hanging from the candy cane. The lose score would be incremented in addition to a YOU LOSE banner popping up.

7. If the player guesses the word correctly in under 5 incorrect guesses, they win the game. A banner with YOU WIN would pop up. (maybe some confetti animation if I can do that)

8. There is also a hint button that would generate a letter from the word selected.

9. Once you win you have the option to go to the next level and if you lose you have the option to play again.

Pseudo-Code

1) Constants

1.1) Object containing images (candy cane, gingerbread man body parts, letter images, and images of dashes.

1.2) Array containing a word bank for each theme.

1.3) Array of Letters

2) Variables

2.1) Winning score

2.2) Losing score

2.3) Score to keep track of how many lives/chances left in the game

2.4) Players Choice

3) Cached element references

3.1) Winning score

3.2) Losing score

3.3) Images

3.4) Buttons (hint, play again, theme buttons, next round)

4) Event Listeners

4.1) Buttons

4.2) Letters (to play the sound)

4.3) Dashes image so that I can hide it when guessed correctly

4.4) Gingerbread man image so that I can hide and unhide

5) Functions

5.1) Play Game

5.2) Render

5.3) Initialize

5.4) Generate random word

5.5) Hint function

5.6) Function to add hangman body parts

5.7) Function to display the words

5.8) Function to determine winner or loser

5.9) Reset function

Diagram, text

Description automatically generated