Assignment 3: Hangman

Lab Goals

1. Create a Hangman game
2. Demonstrate ability to use XMLHttpRequest/Fetch/jQuery to make network requests
3. Demonstrate ability to create forms to allow user input
4. Demonstrate ability to create graphics using Canvas

Instructions

For this assignment you will be building Hangman. Your goal is to build this game using HTML, CSS, JavaScript, and the concepts/techniques we have covered these past two weeks to build the game completely. The process of the game should be:

1. Allow the user to specify the difficulty (Easy is words length 3-5, Medium is length 6-9, Hard is 10-15)
2. On page load make an AJAX request to https://hangman-micro-service-elkcirnsfz.now.sh to get your word for the game (Don't forget to include the difficulty in the querystring)
3. Show the word using underscores in place of letters which have not yet been guessed, a display containing all previously guessed letters, and the "Hangman" (use canvas for the hangman drawing)
4. Allow user to input a letter to guess. Alert the user if they enter a letter they have already guessed
5. If the guessed letter is correct, show it in the proper place for the word display
6. If the guessed letter is incorrect, draw the next body part on the hangman (whatever order and number of lines/body parts you wish)
7. When the game is over, alert the user if they won or lost and give an option to reset the game