

Starman Game

BASIC GAME FLOW

Player starts game

Random song lyric is selected

Player guesses letters

Player either wins by completing lyric or loses if too many wrong guesses

Display Elements:

- Word display area (shows _ _ _ _ for letters)

Letter grid for selections

Picture of rock star on stage that fades

- Win/lose message area

Game Variables Needed:

// Track game state

currentWord = ""

guessedLetters = []

wrongGuesses = 0

maxGuesses = 6

Functions Needed

startGame()

Pick random song lyric

Display blank spaces for word

Enable letter clicking

handleLetterGuess

Check if letter is in word

If yes:

- Reveal letter

- Add points

If no:

- Count wrong guess

- Fade character

- Check if game over

checkGameEnd()

- If word completed:

- Show win message

- Update high score

- If too many wrong guesses:

- Show lose message

updateDisplay()

- Show current state of word
- Update score
- Update character fade