

Front end development:DOM

JavaScript – Guess my letter

The following exercise contains the following subjects:

DOM

The game

Lets create a small game that the user needs to guess a randomletter. Do not spend too much time styling the page.

Here is a [small demo](#) of what you need to accomplish.

Instructions:

Generate a random letter and create the following logic dependingif the user guessed the right letter or not:

User guessed it right

- Display a message that the user was right.
- The message should be in the color green.
- Show the right letter to the user.
- Display a message if he wants to play again with a confirm button.
- If the user wants to play again reset the DOM as it was in thebeginning.

User guessed wrong

- Display a message that the user got it wrong.
- The message should be in the color red.
- Display all the letters the user has guessed
- User cannot type the same letter twice. If the user did so,display a message that he already guessed the letter.

Constraints

- A user can only guess a valid alphabetical letter. If the user types a non alphabetical letter, display a message that this is not allowed.

- When the game is finished, a user cannot guess a letter until he presses the confirm button to start a new game.
- show all letter guesses in the screen
- If letter already guessed display a message that letter already guessed.
- If letter is not the right guess then display a message that the letter is a wrong guess.
- If the letter is the correct guess, then display a message that it is the right guess and show an option to start the game again.
- When asking for a new game, user is not able to enter anymore keys until he confirms