Initial prep

Gather words for the game to store in an array

Initialization

Vars

Array of possible words

Current word

Letters chosen so far for the current word

Number of wrong guesses – letter level

Number of word-guess failures

Welcome and introduction to the rules

Sketch the play area on the screen

Select a random word from the array using math.random as in r-p-s exercise

Plot the number of characters on the screen with underscores

Do we define an underlined class to do this?

Use columns to place the characters spaced out or use an array with “font-spacing” defined in .css?

Ask the user to guess a letter

Validate by converting to lower case

Validate they have not already tried that letter

If the letter is in the word, place ­­it in proper position(s) (character position)

Repeat until all of those letters in the mystery word are displayed (a letter could be in the word > once)

If the letter is not in the word, let them know with text and sound and increment the failure count

If the failure count < 9, then

Let the user guess another letter – go to user input

Otherwise, let them know they are out of guesses and the game is over

Fill in the remaining blanks

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Questions: Where do I get the background, etc.? Background image in .css?

Do we allow the user to Quit the game and/or cancel automatically if they get 3 words wrong?

How to indicate we have already used a word in the game?

Major sections:

Html boilerplate

reset.css

style.css

game.js

Major questions to test:

How to send characters, words, messages from java.game to html?