Need an array that picks words randomly

**Once it has picked a word**, need it to display “-“s for the characters

Could do a for loop

Need number of guesses remaining to count down, and not change for already guessed letters

* Reference RPS, as we are replacing, not adding(appending). Look at score, wins ties losses.
* End of onkeyup function – if it does match a letter, stay the same, if it decreases, guesses --

Need to display letters already guessed

* Append elements

First, don’t worry about dashes. Just do the onclick stuff and match letters and display matched letters like classic hangman.

How to approach Hangman:

Variables represent the state of the game, they should be stored at top of screen

Setup the game state

Use a JS object to track state

Game needs to generate a word from a list

Lazily, just start with one word

We need to accept user input to guess the word

Use the prompt function to get user input

We need to keep track of the number of guesses

Add user guesses to an array

We need to compare the user guesses to the game word

I have no idea right now

We need to show the user their game status

Render a scoreboard on the page

guessedCorrect: function() {

document.getElementById('guesses').innerHTML= this.numberofGuesses - 1;

console.log(numberofGuesses)

if (String.fromCharCode(event.keyCode).toLowerCase===

// previous character, then don't insert, else, do insert) {}

}

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Use an object to track the game state. Instead of random variables, we have one object. Instead of accessing all of them individually, we can keep them bundled together. When a user enters an action, we can adjust our game state accordingly.

Need to figure out how to track user guess and compare it to the word.

Action: User guesses a letter.

**If user has guessed this letter before, game state stays the same.**

**Else, game state changes to the following:**

**Numberofguesses --,**

**lettersalreadyguessed adds this letter,**

**if guess matches one of the letters in the word, then display letter in appropriate position.**

Renderscoreboard

Loop to check str.charAt

What I want to do is:

When user inputs a letter,

1. Check if this letter has already been guessed
2. If it hasn’t been guessed, then change the state of the game.

So if the user first inputs an “a”, my if statement will check if a matches any character inside “currentGuessedLetters”. Obviously, since it’s the first guess, it won’t match the empty set. Thus, it changes the state of the game.

Next, if the user inputs “a”, it will match the “a” already in currentGuessedLetters, and so the if statement will return as true and the same scoreboard will be rendered.

I found the issue is the first check.