HW-03 - Psychic - Requirements

Saturday, December 15, 2018   12:43 PM

Requirements:

- ☑ Build minimal HTML structure with Main Content Area
- ☑ Computer Randomly picks a letter from [a-z] (lowercase only)
- ☑ Player has 9 chances to guess the Computer letter
- ☑ Place the Player guess on the Web Page
- ☑ When Player wins, increase the Wins counter and start the game over again WITHOUT refreshing the page
    - ☑ Place the # of Wins on the Web Page (Number of times the user guess the letter correctly)
- ☑ When Player Losses, increase the Losses counter and start the game over again WITHOUT refreshing the page
    - ☑ Place the # of losses on the Web Page (Number of times the user guess the letter incorrectly)
- ☑ Place the letters that were guessed by the Player on the Web page until a Win or Loss occurs