Goal: Create a word guess game. Display \_ \_ \_ for every letter in a word selected. Player guesses by entering a letter on the keyboard. If letter exists in the \_ \_ \_ , then display in correct spot. If letter does not exist, sbutract 1 from # (guesses remaining) and display no letters. A box should exist to who which letters use has entered incorrectly. Game ends and resets after user runs out of guesses or all letters in word are guessed, but keeps track of number of wins.

\_ \_ \_ \_ \_ \_ 🡨 Must change length respective to # of characters

document.getElementById("demo").innerHTML = 5 + 6;

Rough Visual

<h1>

[“\_ “] [“\_ “] [“\_ “] [“\_ “] [“\_ “]

[W] [O] [R] [D] [R]

PseudoCode

Hide all HTML Elements

Display “Press any key to get started!”

On click event, remove Press any key to get started! Text

Unhide other HTML elements

Load Array with words

Loop: check for next array value

Split characters in selected word into array

Display “\_ “ for number of char in selected word

Every time “\_ “ is created, add to an array blank

After user presses key, check character array and see if any letters match

Ex. WORDR

If “W” is pressed, replace “\_ “ char[0]. blank with “W”

If “O” is pressed, replace “\_ “ char[1]. blank with “O”

If “R” is pressed, replace “\_ “ char [2]. blank and “\_ “ char[4]. Blank

Continue For all in WORDR (word[0])

Else, add KeyPressed to “Wrong Guess”

guessIndex

for every time guessIndex is less than 5, ++

if user keypress !=== char[0-4]

then Add 1 to index

if guessIndex === 5,

// display all char [0-4]//

Display text stating “Better Luck Next Time”

return to Loop: check for next array value (index moves up 1, selects word[1])

After user presses key, Check if If all blanks are gone

If all blanks are gone, Load alert/message “Great Job!”

Add 1 to score

Display Text in <h1> “Play Again?”

If user clicks, return to Loop: check for next array value (index moves up 1, selects word[1])

toUpperCase