

# Front end development: DOM

## JavaScript – Guess my letter

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The following exercise contains the following subjects:

- ◆ DOM

### The game

Lets create a small game that the user needs to guess a random letter. 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 depending if 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 the beginning.

## **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 guesses
- If letter already guessed message to them
- If letter is not the guess then display a message wrong guess
- If letter is you are correct message and display the right right key then 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.