Assignment 1 – Hangman

For this assignment, you will be creating a hangman game using HTML5, CSS3, and JavaScript.

# Due Date

This homework assignment is due **Monday, September 8 by 2:30pm** (Just before class).

# Requirements

You will need to:

1. Implement the**isLetter()** function to return true if the supplied character is a letter (i.e. a, b, c…), and false otherwise (20 points).
2. Implement the **pickLetter()** function to be triggered when the user clicks on a letter. This should:
   1. Replace all corresponding blanks in the secret word with the letter (20 points).
   2. Switch between images of the hanged man to add parts if the letter was not found in the secret word (20 points).
   3. Check for a victory (all letters found), and prominently display a victory message on-screen (20 points).
   4. Check for a loss (hanged man completely drawn) and prominently display a loss on the screen (20 points).

**Extra Credit**

1. Add an event listener to the letter keys, so that if the player types a letter it is the same as clicking on it (20 points).

# Turning Your Work In

To turn your work in, you must:

1. Post your working solution on your personal CIS web space (or your own website). Supply the direct url to KSOL. *Make sure that your site is publicly visible!*
2. Zip your project files and attach them to your KSOL submission.

Failing to do one or the other will result in a 50% reduction in your grade