* what technology is used

1. HTML: for building the basic framework of a web page
2. CSS: to beauty the web page
3. JavaScript and jQuery: Adding logic to make the game work

* key technical selection

the logic part is the most important. Make the game run according to hangman's rules, and reset all settings after the game is over to start the game again.

* snippet of interesting code

I think this code is interesting because it ensures that I can just reset the data at the end of each game and continue with a new game. This increases the user experience for the player and avoids lagging problems caused by multiple page refreshes.

文本

描述已自动生成