Initially the game parts were constructed independent of one another

1. Canvas made separate
2. Life bar and layouts
3. Game logic/functionality

When we finally were at a point where we need to merge all the parts a lot of issues occurred with canvas

The life bar logic was easy to incorporate into the game logic/functionality aspect mainly because it was linear where as the canvas just had too many moving parts

The randomization of the sand particle

overlaying the stickman to the sand layer proved challenging

and multiple event listeners

our main issue then became how to we get canvas to communicate with game functionality such that sand accumulates on wrong letter guessed

we all went our separate ways and brainstormed to ultimately come up with the final products

Another issue that we encountered that css layout