**Project Scope**

**Minimum Viable Product:**

* The “Hangman” game should be able to randomly select from a wide array of vocabulary from a stored list.
* Have a section to explain the rules of the game.
* Allow for user input for the 26 alphabet characters and only the alphabet characters during the game. Any other input should be ignored.
* Allow for the user to have a set amount of attempts (TBD) to guess the selected vocabulary. If the user cannot guess within the number of the allowed guess, the user will “lose”. If the winner successfully guesses the vocabulary, the user wins and a message will be displayed accordingly.
* Allow for the user to “reset” the game at any point, reload the script.
* Have a scoring algorithm based on user performance during the game. Display the score at the end of the game.
* Have an Animation section to visually describe the progress of the game to the user.
* Have an “About Us” page to explain the authors of the project.

**Extended Product**

* Maintain a high score list that will be permanent for each individual user.
* Develop different versions of the game, such as a timed style or different difficulty levels.
* Develop a potential theme for the game.
* Develop more advance animation for the game after establishing a “baseline” animation. This could include interactive animation.

Create an algorithm to compare user input the JSON file

Function to randomly select word from JSON file

Scoring algorithm

Local Storage for high score

Input form