Module 4

Objective

Your task is to create a simple word guessing game using JavaScript. The game should randomly select a word from a predefined list, and the player has to guess the word one letter at a time. The player has a limited number of attempts to guess the word correctly.

Requirements:

1. Use the provided HTML file in your Google Drive folder Extras ->Files - Module 4.

2. Write JavaScript code to perform the following actions:

   a) Define an array containing a list of words for the game.

   b) Randomly select a word from the array as the target word for the player to guess.

   c) Display the target word as a series of underscores representing each letter (e.g., "_ _ _ _ _").

   d) Allow the player to input one letter at a time to guess the word.

   e) Check if the guessed letter is present in the target word. If it is, reveal the positions of the guessed letter in the word.

   f) Display the updated word with guessed letters revealed and underscores for remaining letters.

   g) Track the number of attempts made by the player and limit the game to a maximum number of attempts (e.g., 5).

   h) Display a message indicating whether the player has won or lost the game after reaching the maximum number of attempts.

Rules:

1. Use JavaScript to implement the core functionalities of the word guessing game.
2. Define a predefined list of words for the game, and randomly select one as the target word.
3. Allow the player to input one letter at a time and track the number of attempts.
4. Display the current state of the word with guessed letters revealed and underscores for remaining letters.
5. Focus on providing a simple and intuitive user experience within the given time constraint of 1 hour.

This challenge offers an opportunity to demonstrate your JavaScript skills in building a fun and interactive word guessing game. Focus on implementing the core functionalities and providing feedback to the player throughout the game.

Instructions to the Competitor

Please follow the following instructions to deliver your work.

1. Write JavaScript code to create the array of question objects, handle the player's selection, and calculate the score.

2. Display each question and its choices on the HTML page.

3. Test the quiz by answering the questions and verifying the correctness of the displayed messages and the final score.

4. Keep in mind the time constraint of 1 hours. Focus on implementing the core functionalities and visual output within the given timeframe.

5. Save your files in a folder called "XX_ Javascript_Module" where XX is the module number.

6. The output should be the .js file with the JavaScript code.

Good luck!