Lab 5: Game Center

July 11, 2022

Description: The following problems below are small examples of the things that we have learned in the last week. Whenever you finish one of the problems, raise your hand or call me to your computer so we can check the problems together. Using techniques and functions/methods we have learned in class, try to do them in as few lines of code as possible. If at any point you have questions, please raise your hand.

1. Design the Program
   1. How many players?
   2. FlowChart
2. How do we represent the (cards, scores, players – Blackjack) (word,guesses – wordle) as data?
   1. Blackjack
      1. Dictionaries {player: cards}
      2. Cards
      3. Deck
   2. Wordle
      1. Word
      2. Keyboard
      3. Guesses
3. What information does the user need to see?
   1. Blackjack
      1. Current Hand
      2. Dealer’s Hands
      3. Options
   2. Wordle
      1. Previous words
      2. Keyboard
      3. Input for previous and future guesses
4. Who goes first?
   1. Blackjack
      1. Can randomly choose
      2. Player one goes first
   2. Wordle
      1. Only one person plays
5. What does a player need to do on their turn?
   1. Blackjack
      1. Hit
      2. Stand
   2. Wordle
      1. Be able to type and edit a guess until they press enter
6. What happens after a player makes a turn?
   1. Blackjack
      1. Need to show new card
      2. Need to recalculate total
      3. Need to give feedback based on recent turn or go to next turn
   2. Wordle
      1. Needs to show new word
      2. Needs to show previous guesses
      3. Need to give feedback based on recent turn
7. What happens when a player finishes playing the game?
   1. Blackjack
      1. Dealer needs to make turn
      2. Need to calculate dealer total
      3. Need to determine which one of the players won
         1. How do we determine if a player won?
      4. Need to report all the winners if there are multiple
   2. Wordle
      1. Player is shown correct word if they got it wrong
      2. Need to report that they lost
      3. Player is shown correct word
         1. How do we determine if a player won or lost?
      4. Shown how many guesses it took for them