# Guess My Word Planning Worksheet

We're ready to write our third game! (Can you believe it?!) Fully review the requirements in the Guess My Word rubric. When you write your code, make sure you meet all the requirements of the rubric before you get too advanced.

Part of programming is breaking down a problem into smaller pieces that you can solve separately. You then combine these smaller pieces into larger components until you have the whole program put together. You did this with Pong, and now we want you show that you know how to uses lists and custom blocks together in this assignment.

Use this planning worksheet to help design your code BEFORE you start writing. Read over **all** the requirements in the left column. Take a few minutes to think before filling out the rest of the worksheet. The first row is an example.

| Game component | Variable(s) involved | How do variables change? | What could be tricky? | Pseudocode |
|---|---|---|---|---|
| Computer randomly chooses a secret word | word list<br><br>secret word | secret word updated | Make word list using the instructions provided | w = random from 1 to length of word list<br><br>set secret word to item w of word list |
| Host repeatedly asks for a letter and announces whether that letter is in the secret word | | | | |
| Assistant displays the correct secret word status after each guess | | | | |
| Player loses a chance and a piece of the | | | | |

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|---|---|---|---|---|
| figure appears when a guess is incorrect | | | | |
| Host informs player when he or she guesses a letter that has already been guessed; player does not lose a chance | | | | |
| Game ends with player victory if the entire secret word is guessed | | | | |
| Game ends with player defeat if the player runs out of chances | | | | |
| Secret word is revealed when game ends | | | | |