

Guess the word

Miss Evans has asked you to create a game for her pupils to improve their literacy and in particular their spelling. She would like the pupils to play a simplified version of a traditional game. This is normally a paper and pen game between two players. One of the players must think of a word or phrase and the other player has a limited number of guesses to identify the characters in the word.

Miss Evans wants the screen to show the number of characters in the chosen word and the guesses remaining. In addition the screen should display dashes or boxes to represent each character of the word. When a correct guess has been made, the character should be displayed in the correct position or positions if it is used more than once. If an incorrect guess is made, then the display of the number of remaining guesses should be updated.

Miss Evans realises that the program will require a lot of work so has asked you to create a prototype system that is limited to words of 6 characters. The system should:

- Select, at random, a word of six characters from a list
- Allow the user to input a character
- Check if the character input is in the word and how many times it occurs
- Limit the number of guesses allowed
- If the character is in the word, display the character(s) on the screen in the correct positions
- If the character is not in the word adjust the number of guesses remaining
- If the player is not successful display the word on the screen

You will need to design your test data to make sure that you can test the game thoroughly. Miss Evans wants you to use at least ten words from a list that she has provided.

Produce a report fully documenting your solution to automate this process. Credit will be given for the quality of your solution. Your report should be about 2,000 words and designed for someone who is familiar with the content of the specification but has not observed the work being carried out.

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Guess 1? E
E is not in the word
Guess 2? A

Guesses remaining: 7

Test Data

adduct	eating
absurd	fabric
acquit	facing
adjust	factor
badger	family
bangle	figure
becalm	firmly
bicker	flower
bought	flying
bounce	foiled
bowler	garlic
branch	garnet
bright	gasped
calmer	gerbil
canter	golden
carpet	guitar
catkin	halved
chapel	harmed
choral	hearty
common	hockey
damson	housed
dancer	lawyer
deacon	learnt
depart	lizard
deputy	longer
detail	magnet
dinghy	magpie
dismay	manger
dollar	marble
earwig	neatly