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| **ITEM** | **TYPE** | **FORMAT** | **DESCRIPTION** | **EXAMPLE** | **VALIDIFICATION** |
| myFile |  | ‘a’ | Used for a brief time to open and read a .txt file |  |  |
| wordList |  |  |  |  |  |
| Word | Str | ‘a’ | Random word chosen from the txt documnet | chicken |  |
| clock | function |  | Creates a clock to limit the fps | P.time.Clock |  |
| loopRate | int | ‘nm’ | Sets the fps | 60 | Should be higher than 30 but not higher than 60 |
| SCREENWIDTH | int | ‘nm’ | Sets the screen width | 1024 |  |
| SCREENHEIGHT | int | ‘nm’ | Sets the screen height | 768 |  |
| SCREENSIZE | array | ‘nm’ | Sets the screensize | 1024, 768 |  |
| White | array | ‘nm’ | RGB colour, one of many | 255,233,0 | 0-255 three sets of numbers |
| lives | int | ‘nm’ | Sets the number of lives | 19 |  |
| looseSound | function |  | Sets the sound to be played when the player has lost the game |  |  |
| alphabet | str | ‘a’ | Displays all of the characters in the alphabet | A | This variable should only contain letters of the alphabet |
| alphabetArray | array |  | Makes a blank array to be used for the alphabet | A,b,c |  |
| rLetter | function |  | Splits the letters into an array | A,b,c |  |
| wordArray | array |  | Makes a blank array to be used for the random word | A,b,c |  |
| xPosition | int | ‘nm’ | Sets the x position to draw the letters on the screen (this I constantly updated | 10 | Cannot be wider than the screen width |
| yPosition | int | ‘nm’ | Sets the y position to draw the letters on the screen (this I constantly updated | 10 | Cannot be higher than the screen height |
| l.x | int | ‘nm’ | Sets the updated x position for the letter to be rendered | 10 | Cannot be wider than the screen width |
| l.y | int | ‘nm’ | Sets the updated y position for the letter to be rendered | 10 | Cannot be hight than the screen height |
| l.backColor | array |  | Sets the background colour | 233,244,234 | 0-255, set of three numbers |
| l.color | array |  | Sets the colour for the renderd word | 243,123,212 | 0-255, set of three numbers |
| play | function |  | Sets the play to true, controls the game loop | true | True or false |
| mousePosition | Function |  | Function to get the mouses position |  |  |
| a.color | array |  | Sets the colour for the letter to turn when clicked | 123,231,234 | 0-255, set of three numbers |
| v.backColor | array |  | Sets the colour for background of the word to turn | 123,231,234 | 0-255, set of three numbers |