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| **ITEM** | **TYPE** | **FORMAT** | **DESCRIPTION** | **EXAMPLE** | **VALIDIFICATION** |
| Word | Str | ‘abc..’ | Random word chosen from the txt documnet | chicken |  |
| clock | Pygame interface |  | Creates a clock to limit the fps | clock |  |
| loopRate | int | ‘nn’ | Sets the fps | 60 | Should be higher than 30 but not higher than 60 |
| SCREENWIDTH | int | ‘nn..’ | Sets the screen width | 1024 |  |
| SCREENHEIGHT | int | ‘nn..’ | Sets the screen height | 768 |  |
| SCREENSIZE | array | ‘nn…’ | Sets the screensize | 1024, 768 |  |
| White | array | ‘nnn,nnn,nnn’ | RGB colour, one of many | 255,233,0 | 0-255 three sets of numbers |
| lives | int | ‘nn..’ | Sets the number of lives | 19 |  |
| looseSound | .mp3 (file) |  | Sets the sound to be played when the player has lost the game | ().mp3 |  |
| alphabet | str | ‘abc..z’ | Displays all of the characters in the alphabet | A | This variable should only contain letters of the alphabet |
| alphabetArray | array | Abc…z | 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 | Abc..z | Makes a blank array to be used for the random word | A,b,c | This variable should only contain letters of the alphabet |
| xPosition | int | ‘nnnn’ | 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 | ‘nnn’ | 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 | ‘nnnn’ | Sets the updated x position for the letter to be rendered | 10 | Cannot be wider than the screen width |
| l.y | int | ‘nnn’ | Sets the updated y position for the letter to be rendered | 10 | Cannot be hight than the screen height |
| l.backColor | array | ‘nnn,nnn,nnn’ | Sets the background colour | 233,244,234 | 0-255, set of three numbers |
| l.color | array | ‘nnn,nnn,nnn’ | 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 | ‘abc…’ | Sets the colour for the letter to turn when clicked | 123,231,234 | 0-255, set of three numbers |
| v.backColor | array | ‘nnn,nnn,nnn’ | Sets the colour for background of the word to turn | 123,231,234 | 0-255, set of three numbers |
| P1-8 | Image |  | Loads in an image into then code | Aaa.jpeg |  |
| looseWord | Str | ‘Abc…’ | Sets the word to be rendered whe the game is lost | You loose |  |
| Hint | Str | ‘abc…’ | Sets the hint word to be renderd | Animals |  |
| winWord | Str | ‘abc…’ | Sets the word to be rendered when the game is won | You win |  |