Project 2 Template: Wordle

EE 285 Spring 2022
Iowa State University
75 pts.

Description

The goal of this project is to create a command-line version of Wordle. Wordle is a word game where the user is allowed six tries to guess a five-letter word. After each guess, any letters that were guessed correctly (correct letter and correct position in the word) are highlighted in a color such as green. Any other letters guessed that are part of the word, but not in the correct position, are highlighted in a different color such as yellow. All words guessed must be real five-letter words.

Required Functionality (65 pts.)

1. Choose a random five-letter word for the player to guess. *A possible list of five-letter words can be found here.* (10 pts.)
2. Allow the player to guess a word, enforcing that the word is a real five-letter word. (10 pts.)
3. Highlight correctly-placed and present-but-incorrectly-placed letters after each guess. (10 pts.)
4. Support winning if the player guesses the correct word, and losing if the player does not guess the word within six tries. (5 pts.)
5. Allow the player to create a profile that persists across program launches. (5 pts.)
6. Keep track of statistics for the player's wins and losses, and how many guesses it takes the player. These statistics should persist across program launches and be displayed after every game. (15 pts.)
7. Implement hard mode, which rejects any guesses that do not use letters that have been revealed by previous guesses. (10 pts.)

Bonus Functionality (5 pts.)

Use an Internet API such as this one to verify that guesses are real words.