Chapter 8: Word guess game
Description: A guessing game of a word that is the length of 5. Mimicking is a popular game that you will have to guess.

Why? Fun game

Code:

```python
import random
import sys

# pick word
def pick_word():
    val= random.randint(0,5756)
    txt_file = open("assets/list.txt", "r")
    content_list = txt_file.readlines()
    return content_list[val].strip()

# win or loss
def main():
    word = pick_word()
    guess = ""
    chances = 10
    succ_attempted = set()
    contains_attempted = set()
    attempted = set()

    while(word != guess):
        print(f'You have {chances} number of chances left')
        if(guess != ""):
            print("INCORRECT")
            chances-=1
            if(chances == 0):
                print("YOU LOSE. LOSER")
                print(f'Words was {word}')
                sys.exit()

        init = input("Enter word: ").strip()
        print(len(init))
        if(len(init) != 5):
            print("Word is incorrect length")
            continue
```

```
        else:
            guess = init

        for val in range(len(guess)):
            if(guess[val] == word[val]):
                print("O", end = ' ')
                succ_attempted.add(guess[val])
            else:
                print("X", end = ' ')
                if(guess[val] in word):
                    contains_attempted.add(guess[val])
                attempted.add(guess[val])

        print("\nSuccessful guesses")
        for i in succ_attempted:
            print(i, end=" ")

        print("\nContain guesses")
        for i in contains_attempted:
            print(i, end=" ")

        print("\nUnsuccessful guesses")
        for i in attempted:
            print(i, end=" ")

    print("YOU WIN. WINNER")

main()
```

* A set is a list that contains only unique values. Useful for quick searches since it has a very fast search.

Import random and sys

Define pick word
        Val variable picks are random number from 0 to 5756 (Complete list of words)
        Open word list
        Read text file contents and return the picked word

Define main

Set variable word to pick_word return value
Guess is empty string
Chances = 10
Succ_attempted is empty set
Contains_attempted is empty set
Attempted is empty set
While word does not equal guess
    Print number of chances left
    If guess doesn't equal blank
        Print incorrect
        Decrement chances by 1
        If chances is 0
            Print you lose
            exit
    Get user input
    If user put in a word with the incorrect length
        Continue (repeat loop)
    Else update guess string

    For each character in guess
        If current character is equal to that value in the actual word
            Print O meaning successful guess
            Add to succ_attempted
        Else
            Print X
            If character is in the word
                Add to contains_attempted
        Add attempted
    Print successful attempts
    Print attempts contained in the word
    Print failed guesses
Print win if you get to this point

Extra:
For extra stuff look here:
    https://github.com/DownRamp/Games/blob/main/wordly.py

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THIS IS THE IMPORTANT PART PLEASE DON'T SKIP
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Next steps:
    - Visual
    - Change word length size

- Add color to successful guesses