

## Project Check-In

Maya Drill:

- The problem I set out to solve was how we're going to create the initial connection between an external text file and our script. As a whole we came to the conclusion that this would be one of the first steps in creating a working alphabet game. I created a short script that number one, obtains and reads the file, and then takes all the words from the file and creates a list. This will serve as the foundation of our project as in order to play our game, there must be an alphabet list as well as the ability to pull and put together certain words. What I have created certainly isn't perfect, and is something as a whole we want to analyze and work through in order to create a strong foundation. In the GitHub, I created a document called Mayacheekin which holds the section on inputting the file and creating a list.

Rakeeb Akbar:

- The game mechanics were also another issue we had to think about. There needed a balancing for the game and making sure that both players were able to have a fair game while adding visual flair that prints out the statements of what is going on with the game. I have not created too much yet but for now I put in the print statements for who wins for each of the players. In GitHub it is called "Rakeeb\_Akbar\_Check\_In.py".

Kyungho Lim:

- One of the important part of this game and the experiment I did was matching the alphabets of the user's word to the alphabets we have in the list and delete the matching alphabets from our list so the player can continue playing the game with the remaining alphabets in the list. I still couldn't finish up the script that can perfectly delete all the matching alphabets but will work on it. The script file that I have created in Github is named "Kyungho\_Lim\_Check\_in\_1"