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Class: CSC1060C02 Computer Science 1

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Assignment: Final Capstone Project

1. The program checks if “leaderboard.txt” exists. If it does, the program proceeds. If not, the file is generated with empty data.

2. The player inputs their name to track their score.

3. The program generates a random code to be broken by the player.

4. The player inputs their guess.

5. Checks will be made to verify clean input data. This will prevent runtime errors and penalize the player by making them take longer to break the code.

6. If the data is clean, the input is evaluated.

7. If the win condition is met, the player is scored and the game ends.

8. If the win condition is met, the player is scored and the game ends.

9. If the lose condition is met, the player is scored and the game ends.

10. if the lose condition is not met, feedback is provided to the player.

11. Return to step 1.

Runtime screenshot on next page...

