## Files

- Wordlist.txt: A text file containing thousands of words in the English language

- A score.txt will be created containing the score for each game of wordle played

## How to Run

- Without name: **python wordle_game.py**

- With name: **python wordle_game.py -n (name)**

## How to interpret the output

- If the letter in a word you guessed is colored green, the letter exists and is in the right position of the actual word trying to be guessed

- If the letter in a word you guessed is colored yellow, the letter exists in the actual word but is not in the right position

- If a letter in the word you guessed is grey, the letter does not exist in the actual word at all

- Once the game is over (after you've guessed 6 times or guessed the word correctly) your score will be exported to a file named "score.txt"
  - If you win, the number of tries it took you will be printed on the score.txt file
  - If you lose, "GAMEOVER" will be printed on the score.txt file

- Replay function prints the player's name and their last word guessed by calling the str magic method.

## Attribution

- Def __init__(): Chigozie Maduka

- Def__str__(): Maggie Huang

- Def turn(): Alex Blaine

- Def match(): Maggie Huang

- Def play(): Chigozie Maduka

- Def gameover(): Alex Blaine

- Def printboard(): Chigozie Maduka

- Def win_lose(): Chigozie Maduka

- Def replay(): Chigozie Maduka

- Def parse_args(): Chigozie Maduka


Annotated Bibliography

Repository Wordlist was obtained from: https://gist.github.com/dstrelau/1005478

Blessed documentation: https://blessed.readthedocs.io/en/latest/