Basics Of Programming

User manual

Guess The Word Game
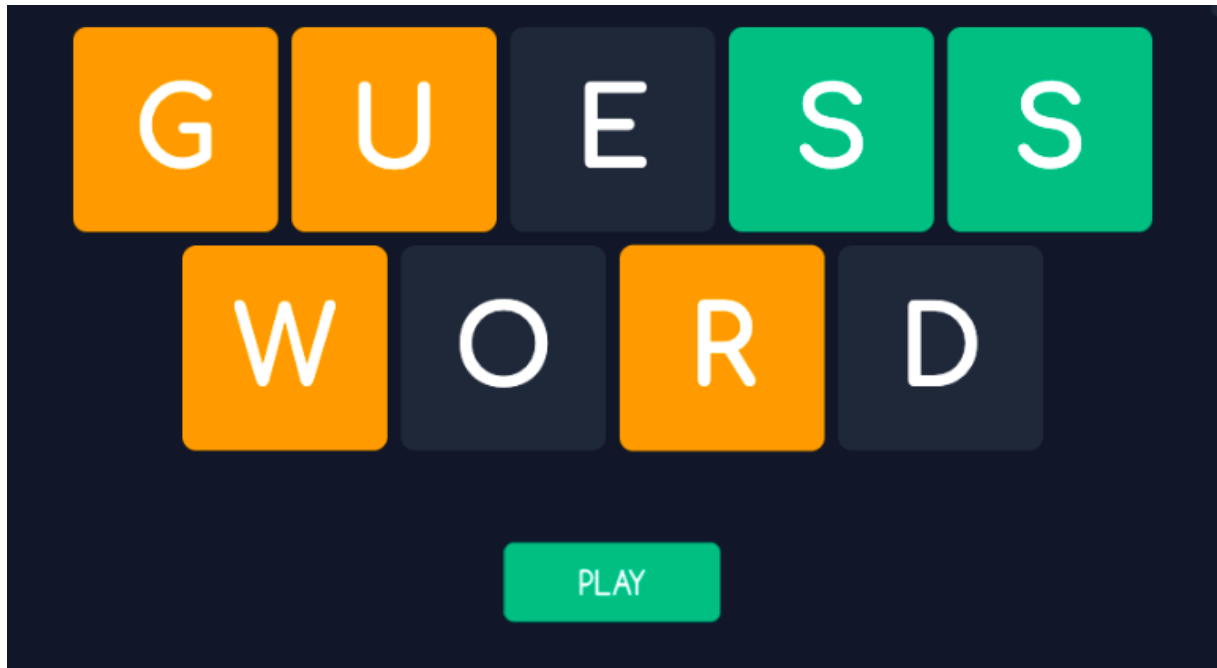
CONTENTS

I. Introduction

Guess The Word game is a popular word-guessing game in which one player thinks of a word, and the other player tries to guess it by suggesting letters one at a time. The guessing player has a limited number of chances, and they must guess the word correctly within those chances.

In this document,We will explain the goal of the program, Instructions on how to use the program and where the files are saved and loaded.

II. Goal Of the program

The goal of the program is to provide an engaging and interactive word guessing game for the user. The primary objectives of this program are as follows:

A. Word Guessing

Allow the user to play a word guessing game where they can attempt to guess a word chosen by the program.

B. Word Dictionary Management

Enable the user to add words to the game's dictionary or choose from existing words for the guessing game.

C. Word Length Selection

Provide the user with the option to search for a word of a specific length or allow the program to randomly select a word of any length for the guessing game.

D. Difficulty Level

Allow the user to set the difficulty level by specifying the number of allowed incorrect guesses for each round. The more incorrect guesses, the lower the final score.

E. Gauss Value Consideration

Implement a mechanism to eliminate a player from the game if they exhaust their allotted Gauss values (likely referring to some in-game currency or resource).

F. Scoreboard Display

Present a scoreboard to showcase the performance of players, including their scores and other relevant statistics.

In summary, the program's goal is to create an interactive and challenging word guessing game that offers customization options for word selection, difficulty levels, and rewards players based on their performance, all while maintaining a competitive environment through the scoreboard.
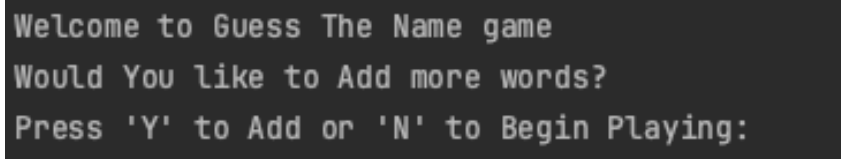

III. Instructions on how to use the Program

Here are step-by-step instructions on how to use the program from the perspective of a user:

A. Execute the Program

- Start the program by running the executable file.

B. Main Menu

- The main page will appear, asking if you want to add words to the word list.
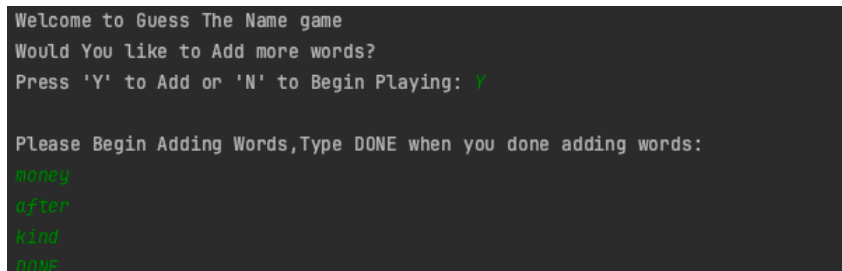- Type 'Y' if you want to add words, or 'N' if you don't.


```
Welcome to Guess The Name game
Would You like to Add more words?
Press 'Y' to Add or 'N' to Begin Playing:
```

Fig. 1: The main Menu screen

C. Adding Words (Optional)

- If you chose 'Y' to add words, you'll be prompted to add words one at a time.
- Enter a word and press 'Enter'.
- You can continue adding words by repeating the previous step.
- To stop adding words and proceed, type 'Done' and press 'Enter'.


```
Welcome to Guess The Name game
Would You like to Add more words?
Press 'Y' to Add or 'N' to Begin Playing: Y

Please Begin Adding Words,Type DONE when you done adding words:
money
after
kind
DONE
```

Fig. 2: User adding words in the dictionary

D. Select Word Length

- If you chose 'N' or after you've finished adding words, you'll be asked if you want to select a desired word length ('Y') or let the program choose a random word length ('N').

E. Desired Word Length (Optional)

- If you chose 'Y', enter the desired word length and press 'Enter'.


```
Do you want to chose Length of word?
Press 'Y' to choose or any key for random selection: Y
Enter the length of Word(Minimum length == 2): 10
```

Fig. 3: User selecting the length of the word

F. Select Difficulty Level

- Regardless of whether you chose a word length, you'll be prompted to select a difficulty level.
- Enter a number from 1 to 5 to choose a difficulty level.
- If you enter an invalid value (e.g., characters), the system will continue to prompt you for a valid input.


```
Stage Difficulty selection Menu:
0. 25 number of miss
1. 20 number of miss
2. 15 number of miss
3. 10 number of miss
4. 5 number of miss
Please select Difficulty stage: 1
```

Fig. 4: User selecting the difficulty level

G. Game State

- Once you've selected the difficulty level, the game begins, and a timer starts.
- You will be prompted to guess the word one character at a time.
- Enter a character and press 'Enter'.
- If the character is valid and in the word, you won't receive a penalty, and you'll be prompted for the next character.
- The program will inform you if you guess a character that has already been guessed and is in the word.
- If you enter an invalid character not in the word, it will be counted as a miss.

H. Gameplay

- Continue guessing characters until you either successfully guess the entire word or reach the maximum allowed misses (based on the selected difficulty level).

Fig. 5: User guessing the word

I. Game Results

- At the end of the game, the program will display your results, including your score and the time taken to guess the word.
- It will also show if you won or lost the game.
- The game might also display a scoreboard to compare
- your performance with others if applicable.

```
Do you want to chose Length of word?
Press 'Y' to choose or any key for random selection: Y
Enter the length of Word(Minimum length == 2): 10
```

Fig. 6: The scoreboard

J. Repeat or Exit

- You can choose to play another round with the same settings or exit the program.

```
CONGRATULATIONS!!!!!!!!!
Do you want to Play again (Y/N):
```

Fig. 7: Option to ask the user if they want to play again or not