**Name:** John Carlo M. Barcelon  
**Github username:** John-Carlo-Brcelon  
**City, Country:** Batangas, Philippines

**Date of the video recording:** December 2, 2024

**GUESSING GAME**Url: *https://www.youtube.com/watch?v=15-83T0RWko*

**Description:** This Project is called guessing game, where a player or the user of the game guesses a word. This game is close to my hear for the main focus of this game is to improve the knowledge of user about some words that are needed communicate with some people using English language. This also improves critical thinking of the player as well practice their thinking efficiency under time pressure since this game includes time limit that will surely push them to in a fast manner.

import random

import time

import os

# Word bank for each difficulty level

word\_bank = {

    "Easy": ["cat", "dog", "fish", "bird", "car", "bus", "apple", "ball", "milk", "tree"],

    "Intermediate": ["horse", "table", "piano", "plant", "chair", "grapes", "flower", "bread", "ocean", "river"],

    "Hard": ["jacket", "rocket", "castle", "forest", "puzzle", "helmet", "island", "tunnel", "ladder", "engine"],

    "Difficult": ["complex", "journey", "rhythm", "python", "galaxy", "diamond", "quartz", "mystery", "plasma", "vacuum"]

}

def clear\_screen():

    """

    Clears the console screen.

    """

    os.system('cls' if os.name == 'nt' else 'clear')

def generate\_template(word):

    """

    Replaces random letters in the word with underscores.

    """

    revealed = random.sample(range(len(word)), max(1, len(word) // 2))

    return ''.join([word[i] if i in revealed else '\_' for i in range(len(word))])

def play\_level(level\_name, words):

    """

    Plays one level of the game with 10 words and includes a 10-second timer for each word.

    """

    print(f"\n--- {level\_name.upper()} LEVEL ---")

    score = 0

    time\_limit = 10  # Time limit in seconds for each word

    for i in range(10):

        word = random.choice(words)

        words.remove(word)  # Avoid repeating words

        template = generate\_template(word)

        print(f"\nWord {i + 1}: {template}")

        print(f"You have {time\_limit} seconds to guess the word.")

        attempts = 5

        start\_time = time.time()  # Record the start time

        timed\_out = False  # Flag to track if time is up

        while attempts > 0:

            elapsed\_time = time.time() - start\_time

            if elapsed\_time > time\_limit:

                print("Time's up! You ran out of time.")

                timed\_out = True

                break

            guess = input(f"Guess the word ({attempts} attempts left): ").strip().lower()

            clear\_screen()  # Clear the screen after the user's input

            # Check time again immediately after input to handle boundary cases

            elapsed\_time = time.time() - start\_time

            if elapsed\_time > time\_limit:

                print("Time's up! You ran out of time.")

                timed\_out = True

                break

            if guess == word and not timed\_out:

                print("Correct!")

                score += 1

                break

            else:

                print("Wrong guess!")

                attempts -= 1

        if attempts == 0 or timed\_out:

            print(f"The correct word was: {word}")

    print(f"\nScore for {level\_name} Level: {score}/10")

    return score

def play\_game():

    """

    Main function to play the Word Guessing Game.

    """

    print("Welcome to the Word Guessing Game!")

    print("Guess the words based on the hints provided.")

    total\_score = 0

    while True:

        print("\nChoose a difficulty level:")

        print("1. Easy")

        print("2. Intermediate")

        print("3. Hard")

        print("4. Difficult")

        print("5. Exit Game")

        choice = input("Enter your choice (1-5): ").strip()

        clear\_screen()  # Clear the screen after the user's input

        if choice == "5":

            print("\nThank you for playing! Goodbye!")

            break

        levels = {"1": "Easy", "2": "Intermediate", "3": "Hard", "4": "Difficult"}

        if choice in levels:

            level\_name = levels[choice]

            while True:

                level\_words = word\_bank[level\_name][:]  # Copy the word list to avoid modifying the original

                print(f"\nYou chose the {level\_name} level.")

                # Play the selected level

                level\_score = play\_level(level\_name, level\_words)

                total\_score += level\_score

                print(f"Your current total score is: {total\_score}")

                # Ask if the user wants to replay the level

                replay\_level = input("Do you want to replay this level? (yes/no): ").strip().lower()

                clear\_screen()  # Clear the screen after the user's input

                if replay\_level == "no":

                    # Ask if the user wants to go back to the main menu

                    back\_to\_menu = input("Do you want to return to the main menu? (yes/no): ").strip().lower()

                    clear\_screen()

                    if back\_to\_menu == "yes":

                        break  # Return to the main menu

                    else:

                        # Ask if they want to exit

                        exit\_game = input("Do you want to exit the game? (yes/no): ").strip().lower()

                        clear\_screen()

                        if exit\_game == "yes":

                            print("\nThank you for playing! Goodbye!")

                            return

                        else:

                            print("Restarting current level...")

                elif replay\_level != "yes":

                    print("Invalid input. Restarting current level...")

        else:

            print("Invalid choice. Please select a valid difficulty level.")

            clear\_screen()  # Clear the screen after invalid input

# Run the game

play\_game()