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420-LCU-05

May 29, 2020

Koosha’s Random Guessing Game:

Welcome to my wacky crazy guessing game! There are 2 distinct parts to this program that do very different things, the number section and the word section.

The Number Guessing Game:

The number guessing game is very easy to use. Once you enter that section of the program, you will need to input a number greater than 0 to make the game work. Watch out though, if you put the number really high, it might take a while to guess the number correctly.

This part of the program takes advantage of the random package built into python. It uses the randint(start,end) operator to make a random number from 0 to whatever number you choose. This allows for the user to make their own decision on how much they want to suffer by increasing the number to whatever they want, as long as it’s above 0. This section of the code **does not** see if you guess the same number twice so you better make sure that you don’t forget what numbers you’ve guessed. It would be possible to add the check into the game however, if you’re choosing a number so large that it might be impossible to remember what numbers you’ve already guessed, you’re probably looking for a challenge.

The number is only revealed to you once you guess the number correctly. Don’t worry, the game will give you hints on whether you’re guessing too low or too high. There isn’t much strategy involved in this section of the game because it is random and the only way to lower your number of guesses is to not make a mistake and guess a number that you know is incorrect. (Or lower the amount of numbers, obviously).

The Word Guessing Game:

The word guessing game is very reminiscent of hangman. You have to guess, letter by letter what the word is. If you answer with a letter that’s present in the word, it will show all the places that the letter was in. Once you’ve guessed all the letters in the word, you win! It will tell you how may incorrect guess you made and the whole word. This section also used the random package with choice(seq). The program makes a list of all the words in the category and then chooses one of them to be the secret word. There are by default, 5 categories to choose from. Days of the week, elements of the periodic table, months of the year, objects and planets of our solar system. This is the cooler part of the program because it’s a lot more versatile. With the number guessing game, there was no way for you, the user, to add your own categories to the game because there aren’t any categories when guessing numbers from a range. With a little bit of tweaking by you, you’ll be able to make your own categories in the game. There are some instructions in the code of the game but it will also be here.

When adding a category, make sure that the selection you make in the program is the same as the name of the category. For example, in the code, you have to enter the number 1 to go in the category of ‘day of the week’. The number 1 is also the name of the text file that contains the list of the days of the week. You will also have to add the choice into the accepted answers by adding cat!=(The name of the text file) in line 64 and also in line 63, you’ll have to add the category in the input() section. Remember to place a \n at the end of your entry to make it look nice. **WARNING:** This program will get rid of all special characters and numbers except for space when it’s used by the program. For example: “There’s” would become “theres”