Project Report

Project Name: A Word Minion – Dare to Guess Word



Game Using Python Programming.

Objective:

To create an interesting game which can help us to recall the words in English vocabulary as well as some kind of refreshment to the players.

Proposed System:

The Word minion program randomly selects a secret word from a list of secret words that we have chosen earlier. The random module will provide this ability, so line 1 in program imports it.

Here, a random word (a vegetable name) is picked up from our collection and the player gets limited chances to win the game.

When a letter in that word is guessed correctly, that letter position in the word is made visible. In this way, all letters of the word are to be guessed before all the chances are over.

Rules to guess the word:

- Input single letter in one chance.
- Don't use repeated letters. if repeated, it shows that already entered.
- Chances will be decremented after every guess.

For our convenience, we have given length of word + 3 chances. For example, word to be guessed is potato, then user gets 6+ 2 = 8 chances, as potato is a six letter word.

We can also fetch more secret words by taking it as a file which can have pre -written 15k+,20K+,...etc words in it and just give path to open the file and read the text command and take random words in it.

Tool Code:

```
# Word minion Game
import random
from collections import Counter
someWords = "" cucumber ladyfinger beetroot brinjal drumstick
tomato beans potato gherkin raddish carrot bittergourd snakegourd
cabbage pumpkin mushroom cauliflower bottlegourd capsicum ridgeguord'''
someWords = someWords.split(' ') # it can randomly choose a secret word from our
"someWords" LIST.
word = random.choice(someWords)
if __name__ == '__main__':
  print('Guess the word! HINT: word is a name of a vegetable')
  for i in word: # For printing the empty spaces for letters of the word
    print('_', end = ' ')
  print()
  playing = True
  letterGuessed = " # list for storing the letters guessed by the player
  chances = len(word) + 3
  correct = 0
```

```
flag = 0
  try:
    while (chances != 0) and flag == 0: #flag is updated when the word is correctly
guessed
      print()
      chances -= 1
      try:
         guess = str(input('Enter a letter to guess: '))
      except:
         print('Enter only a letter!')
         continue
  # Validation of the guess
      if not guess.isalpha():
         print('Enter only a LETTER')
         continue
      elif len(guess) > 1:
         print('Enter only a SINGLE letter')
         continue
      elif guess in letterGuessed:
         print('You have already guessed that letter')
         continue
      # If letter is guessed correctly
      if guess in word:
```

```
k = word.count(guess) #k stores the number of times the guessed letter occurs
in the word
         for _ in range(k):
           letterGuessed += guess # The guess letter is added as many times as it occurs
       # Print the word
      for char in word:
         if char in letterGuessed and (Counter(letterGuessed) != Counter(word)):
           print(char, end = ' ')
           correct += 1
  # If user has guessed all the letters
         elif (Counter(letterGuessed) == Counter(word)):
                                                             # Once the correct word is
guessed fully, # the game ends, even if chances remain
           print("The word is: ", end=' ')
           print(word)
           flag = 1
           print('Congratulations, You won!')
           break # To break out of the for loop
           break # To break out of the while loop
         else:
           print('_', end = ' ')
  # If user has used all of his chances
    if chances <= 0 and (Counter(letterGuessed) != Counter(word)):
      print()
      print('You lost! Try again..')
```

```
print('The word was {}'.format(word))
except KeyboardInterrupt:
    print()
    print('Bye! Try again.')
    exit()
```

Output: