

# World of Games

## Utils.py

A general-purpose python file. This file will contain general information and operations we need for our game.

For example:

`SCORES_FILE_NAME` - A string representing a file name. By default "Scores.txt"

## Score.py

A package that is in charge of managing the scores file.

The scores file at this point will consist of only a number. That number is the accumulation of the winnings of the user. Amount of points for winning a game is as follows:

`POINTS_OF_WINNING = (DIFFICULTY X 3) + 5`

Each time the user is winning a game, the points he one will be added to his current amount of point saved in a file.

### Methods

1. `add_score` - The function's input is a variable called difficulty. The function will try to read the current score in the scores file, if it fails it will create a new one and will use it to save the current score.

## MainScores.py

This file's sole purpose is to serve the user's score currently in the scores.txt file over HTTP with HTML. This will be done by using python's flask library.

### Methods

1. `score_server` - This function will serve the score. It will read the score from the scores file and will return an HTML that will be as follows:

```
<html>
  <head>
    <title>Scores Game</title>
  </head>
  <body>
    <h1>The score is <div id="score">{SCORE}</div></h1>
  </body>
</html>
```

If the function will have a problem showing the result of reading the error it will return the following:

```
<html>
  <head>
    <title>Scores Game</title>
  </head>
  <body>
    <body>
      <h1><div id="score" style="color:red">{ERROR}</div></h1>
    </body>
  </html>
```

## Function Update

Change the function `load_game()` as follows:

In case the user won the game, the function will call the function called `add_score` to add the new score the user won to the score saved in the `Scores.txt` function.

## What to send me?

A link for the Github repository containing the following:

1. `Utils.py`
2. `Score.py`
3. `MainScore.py`