# WORD SEARCH PUZZLE – USER GUIDE

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**Game rules for 1 player.**

**Object**

In the Word Search Puzzle game, the player finds hidden words on a not-static board full of letters. All the words on the board are related to a subject.

**How to install the game**

It is mandatory to have installed Python 3.4 on your pc. (For more information consult: https://www.python.org/download/releases/3.4.0/ )

Download the game from the repository https://github.com/OssyGuillen/WordSearchPuzzle on a local directory.

**How to execute the game**

Open the command line.

Go to the directory where the game was downloaded.

Enter to the directory WordSearchPuzzle and type:

> **> make run**

The game starts immediately.

**Setup**

A subject and a type of clue must be selected before starting the game.

A set of 10 words is placed on a board of dimensions 10 x 10.

**Gameplay**

**1.** After selecting the subject the game starts automatically.

**2.** The board and the list of words to find are displayed.

**3.** Each row can rotate horizontally and each column can rotate vertically to form words.

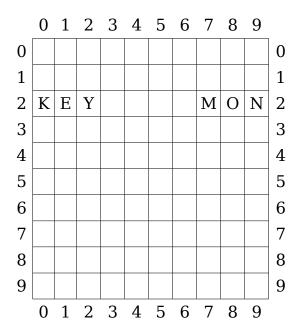**4.** To rotate the board write on the command line the following instruction:

**> rotate**

The direction of the rotation will be asked. To specify, write on the terminal one of the following commands:

| Command | Meaning |
|---|---|
| up | To rotate a column up |
| down | To rotate a column down |
| right | To rotate a row left |
| left | To rotate a row right |

The number of the column or row (according to the direction selected) will be ask. To specify it, type the number. Only integers are valid, the minimum number is 1 and the maximum number is 9.

For example:

In this board, the word 'MONKEY' is placed, but in order to find it, the row number 2 need s to be rotated 3 spaces to left or to the right.

```
     0  1  2  3  4  5  6  7  8  9
  0 |  |  |  |  |  |  |  |  |  |  |  0
  1 |  |  |  |  |  |  |  |  |  |  |  1
  2 | K| E| Y|  |  |  |  | M| O| N|  2
  3 |  |  |  |  |  |  |  |  |  |  |  3
  4 |  |  |  |  |  |  |  |  |  |  |  4
  5 |  |  |  |  |  |  |  |  |  |  |  5
  6 |  |  |  |  |  |  |  |  |  |  |  6
  7 |  |  |  |  |  |  |  |  |  |  |  7
  8 |  |  |  |  |  |  |  |  |  |  |  8
  9 |  |  |  |  |  |  |  |  |  |  |  9
     0  1  2  3  4  5  6  7  8  9
```

*Action [rotate|find|help|exit] ?*   **rotate**

*Direction [up|down|right|left] ?*   **left**

*Row number ?*   **2**

*Spaces ?*   **3**

```
       0  1  2  3  4  5  6  7  8  9
    0 ┌──┬──┬──┬──┬──┬──┬──┬──┬──┬──┐ 0
    1 ├──┼──┼──┼──┼──┼──┼──┼──┼──┼──┤ 1
    2 ├──┼──┼──┼──M──O──N──K──E──Y──┤ 2
    3 ├──┼──┼──┼──┼──┼──┼──┼──┼──┼──┤ 3
    4 ├──┼──┼──┼──┼──┼──┼──┼──┼──┼──┤ 4
    5 ├──┼──┼──┼──┼──┼──┼──┼──┼──┼──┤ 5
    6 ├──┼──┼──┼──┼──┼──┼──┼──┼──┼──┤ 6
    7 └──┴──┴──┴──┴──┴──┴──┴──┴──┴──┘ 7
```

Now the word can be find. As it is explained next.

**5.** The words are placed horizontally or vertically. The words are never placed backwards.

**6.** To find a word on the board, type the following instruction:

> **> find**

The initial and the final cell will be ask. Type the numbers corresponding to their column and row. The numbers must be integers and must be inside the board.

For example:

To find the word 'MONKEY' on this board, the initial and the final cell are asked. Therefore, row number 2 and column number 4 form the initial cell, and row number 2 and column number 9 form the final cell.

```
   0 1 2 3 4 5 6 7 8 9
0 ┌─┬─┬─┬─┬─┬─┬─┬─┬─┬─┐ 0
1 ├─┼─┼─┼─┼─┼─┼─┼─┼─┼─┤ 1
2 │ │ │ │ │M│O│N│K│E│Y│ 2
3 ├─┼─┼─┼─┼─┼─┼─┼─┼─┼─┤ 3
4 ├─┼─┼─┼─┼─┼─┼─┼─┼─┼─┤ 4
5 ├─┼─┼─┼─┼─┼─┼─┼─┼─┼─┤ 5
6 ├─┼─┼─┼─┼─┼─┼─┼─┼─┼─┤ 6
7 └─┴─┴─┴─┴─┴─┴─┴─┴─┴─┘ 7
```

*Please, insert the coordinates of the initial cell:*

*Row number ?* **2**

*Column number ?* **4**

*Please, insert the coordinates of the final cell:*

*Row number ?* **2**

*Column number ?* **9**

The word 'MONKEY' will be extracted from the board and evaluated.

**7.** To display the instructions type the following command:

> **help**

**8. Ending the game:** the game ends when all the words of the list are found. To end the game before finding all the words, type the following command:

> **exit**

After this, it is possible to start a new game or exit the program.

**How to win**

Find all the words on the board.

After winning the game, it is possible to start a new game or exit.


**Attention:**

Spaces at the beginning or at the end of the word are considered as part of the command and will make it invalid.