Wordle

Context :

The project is a text-based game called "Wordle" where the player attempts to guess a randomly chosen word from a dictionary. The game provides multiple difficulty levels, and the player has a limited number of attempts to guess the word correctly. The game tracks the number of correct letters in the correct positions and the number of correct letters in misplaced positions.

Description of the solution:

The features start by reading a dictionary file to compile a diverse list of common English words, ensuring players encounter a broad vocabulary. What sets it apart is the ability to select a difficulty level, each offering a distinct set of attempts, allowing players to tailor their experience. Wordle evaluates and provides feedback on player guesses, making the experience interactive and instructive. Additionally, it fosters logic and deductive reasoning, challenging players to deduce the correct word with limited information. The game's variability, with different levels and random word selections, keeps players engaged and motivated, ensuring no two games are the same. Beyond fun and education, Wordle serves as a valuable coding practice opportunity, enhancing skills in file I/O, randomization, and user input handling, making it a well-rounded gaming experience.

TEST CASE

-determine_attempts:

Hello, welcome to Wordle! Here are the levels:
 - Level 1 (9 attempts)
 - Level 2 (8 attempts)
 - Level 3 (7 attempts)
 - Level 4 (6 attempts)
 - Level 5 (5 attempts)
 - Level 6 (4 attempts)

Level: 1
Number of attempts: 9

-check_guess("hello", "hella")

This is return (4,0)

-print(calculate_word_length("word"))

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-determine_attempts:

level	n
1	9
2	8
3	7
4	6
5	5
6	4