macOS and iOS operating systems

Lab 5

Word Game

Introduction

It's time to guessing the words. Implement the game in Swift programming language, where you can input letters and guess the word.

S _ _ I F T

Run Playground app (you can use online version here: https://swiftfiddle.com **or** https://www.programiz.com/swift/online-compiler and complete the following tasks:

Game Object (1 point)
Create game object where implement funcs for draw the board, game loop etc.

Words (1 point)
Get the letter from keyboard and check if it is in the word to guess.

Logic (1 point)
Implement competition in your game by setting the number of tries in which the player can guess the word.

Categories (1 point)
Add different categories (cities, movies, books etc.) and give user possibilities to select one of them before start the game.

Levels (1 point)
Add levels (easy, medium, hard) where will implement either limited number of tries or different length of words (one word, two words, sentence). Feel free to handle both cases.

Tips
To wait for press the key in Swift's Playground, you can use this func:
let position = readLine()
print("Selected position is \(position!).")

Upload solution to eNaucznie

When you finish your game don't forget to upload your code to eNauczanie and also attached report where present result of your work. It can be either in .pdf or video.

Bibliography

- Excerpt From: Apple Education. "App Development with Swift". Apple Inc. - Education, 2019. Apple Books.
- "The Swift Programming Language. Swift 4.0.3 Edition" Apple Inc. - Education, 2014. iBooks.