

# Programming Skill Assessment

In this brief assessment, you are to implement a command-line version of the web game Wordle.

## Game Rules

- You have five guesses
- All words are 5 length
- The guesser gets the feedback about any letters in their guess that are in the right position with a green highlight, while letters that are in the word but not in the correct position will get a yellow outline.
- The yellow highlight will not show up if you have more of a letter than in the correct answer.
  - Example: if the the correct word is WATER and you guess OTTER, the first T must not get a yellow highlight.

## Requirements

- All rules are implemented.
- Include a unit test of the word guessing routine that validates at least the last two rules.
- Your code cannot perform any network communication.
- The word list must be stored in a text file in a format of your choosing.
  - The unit test may use a hard-coded word list.
- Provide a quick introduction to the game for the user.

## Notes

- You do not need a full wordlist, a handful of words is okay. Example: **water, otter, hound, pizza, eagle, fruit, paper**
- Code completion tools like *Codeium* and *Copilot* are permitted, but please avoid comment-driven development and the chat functionality.
- You may allow guesses that aren't in the wordlist
- Please take some time to make your code presentable