Section 2: Lecture 15

Making a game: ***Bulls and Cows***

The problem:

* I want a mental challenge
* I want to feel smart/ prove myself
* I miss word puzzles
* I want to prove myself
* I want to challenge (feel superior to) someone!

Concept & Rules:

* This is a “guess the isogram” game
* An isogram is a word with no repeating letters
* The user has a limited number of guesses
* After each guess the computer outputs…
  + Bull = right letter in the right place
  + Cow = right letter in the wrong place
* You win by guessing the right letters

\*Write Up the Requirements:

* What will the **inputs** be? In what format?
* What will the **outputs** be?
* What **tasks** will the user be asked to do?
* Any **performance** limits worth mentioning?
* What **assets** (art, sound, story text) do we need?

Possible Future Ideas (The NO List):

* Give feedback on every key press.
* Have a large dictionary of hidden words
* User selectable word length, and difficulty
* Checking the user’s guess is a dictionary isogram
* Providing a time limit for the guesses
* A hint system, spend a turn for a hint