To implement the text-based variant of Wordle, I needed to understand the rules and mechanics of the game. The provided instructions outline the gameplay, including the number of guesses, feedback for correct and incorrect letters, and the ability to play multiple times with different words.

To complete the assignment, I reviewed the sample code provided in Scenario2.zip and used it as inspiration for my game. This code serves as a starting point and contains some of the necessary structures for the game, such as word selection and basic input/output.

The customization part involves choosing a theme and creating a list of words related to that theme. For example, in the provided sample, the theme is outer space, and words like "SPACE," "PLANET," and "ROCKET" are used.

Next, I needed to write the logic for checking the user's guessed word and providing feedback. The provided instructions describe the feedback mechanism, where correct letters in the right position receive a "+," correct letters in the wrong position receive a "^," and incorrect letters receive a "-".

Additionally, I would need to handle the game loop, user input, and keep track of the number of guesses remaining. The code should prompt the user to enter a word, display the feedback, and continue until the user either guesses the word correctly or runs out of guesses.

Finally, I would need to incorporate the option to play the game multiple times. After each game, the code should ask the user if they want to play again and respond accordingly.

Throughout the implementation process, experimentation and testing would be crucial. I’d need to run the game, playtest it, and identify any issues or bugs that arise. This iterative process allows me to refine and improve the game until it functions as desired