A. This game is a word scramble. The program is supposed to scramble words from a list then inputs them to the screen. A player guesses the words.

B.

1. . Define and write your own custom Python class(es) (at least 2). **Used GuessingGame and File class.**
2. Define and write your own at least three methods per class (init does not count). **GuessingGame Methods: scrambledWord, nextGuess, resetGame**
   * **File Methods: beginPopUpMessage, openFile, writeFile**
3. Make sure to have a main function that is the entrance to your program. – **added in file Main.py**
4. Use at least one list. – **self.words in scrambledWords method**
5. Use of at least one dictionary. – **guess and self.playerGuess is supposed to hold each player guess in a dictionary in nextGuess method**
6. Use at least three modules we used in class – tkinter, breezypythongui, pygame, datetime, random etc. – **added breezypythongui, random, and tkinter.filedialog**
7. The program must pull data from and send data to a file of some type (Text, CSV, etc). – **In the file class**
8. Use of exceptions handling: try, except. **Added in scrambledWord method**
9. Use of if/else/elif, loops, data entry validation.- **added in nextGuess method**
10. Explore and apply one Python concept we did not learn in class. Provide appropriate coding comments to designate this in code file and README documentation. - [python - Pop up message box in PyGame - Stack Overflow](https://stackoverflow.com/questions/41639671/pop-up-message-box-in-pygame)  **I thought this was a cool way to make a message pop up before the game begins!**

C. **Main File:**

**A screenshot of a computer program

Description automatically generated**

**File.py:**

A screenshot of a computer program

Description automatically generated

**Guessinggame.py:**

**A screenshot of a computer program

Description automatically generated**

**Output:** **A screenshot of a computer

Description automatically generated**

D. My first try at this final was to take the pygame we created and change the enemy to letters. The player would collect the letters and any letter collected would go into a text file. This was not functioning at all. I tried to get it to work for over 11 hours.

I have since switched my final. I have created a word scramble game. In this game, a word is scrambled and appears in a box. The player then guesses the word. Any word a player guesses, is supposed to go into a text file along with the amount of tries. Does this function? Kind of. The player box functions, but no scrambled words pop up. The files don’t pop into the idle screen either.