Guess_the_word Function Reflection and Pseudocode

Pseudocode:

1. Import random

2. Create 3 lists each containing words of a different category

3. Create guess_the_word function. Use a while loop with a condition to reprompt the user multiple times until they either run out of attempts or guess the word.

- *Check the user's input to make sure they only input a letter, and only one letter and handle a blank response.*
- *Use random to choose a random word from the chosen list that will be considered the word that the user has to guess for that round and store it in a variable*

4. Create a blank list and append the user's input (of a letter) once it has passed all the tests so that we can keep track if user inputs the same letter twice. This list will also be used later on to check if all the letters of the chosen word are in the list – and like this we will know if the user guessed the whole word

5. Use a for loop to iterate through the chosen word and print the letter in the proper place if the letter the user guessed is in the word. Otherwise, print an underscore.

6. Within the guess the word function make sure to keep track of the score by setting variables for wins and losses.

7. Create a play_again function that asks the user if he would like to play again. Call this function within the guess_the_word function after user guesses the correct word or after user runs out of tries.

8. Create a what_level function that prompts the user to choose how many tries they would like to have. Make sure to return the user's response so that when it is called in the guess_the_word function in can be stored in the same variable that will be used as the condition for the while loop.

9. Create a category function that allows the user to choose which category the answer will be from. Call this function in the guess_the_word function before the while loop.

Reflection:

One design that I changed midway was how I would implement asking the user if they would want to play again. I was first planning on including it in my main guess_the_word function. Then it didn't work out so well, so I decided to make it a separate function and call it in the if_"main.... Then, that didn't work out so well so I realized that I had to call it in my guess_the_word function. Once I did this I had to pass in the wins and losses to the guess_the_word function and the play_again function and remove my defined variables for wins and losses. I used if statements and try and excepts with "continue" to validate data and handle any interesting inputs. One improvement I would make with more time would be to break up the code into more functions. I would make one function that would deal with checking if the user guessed the word, and another function that would deal with printing the letters and underscores after user inputs a letter.