## T1A3

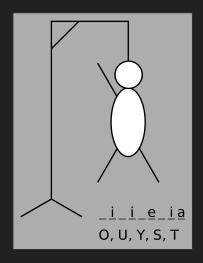
Coder Academy Terminal App Assignment

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#### Hangman application introduction

#### **Features:**

- Play hangman against computer, where computer randomly chooses word to be guessed with 10 available wrong guesses
- Print out picture of hangman getting closer to being hanged each failed guess
- After one round of guessing word, next round involves word but is longer by one letter (eg round 1: 'cats', round 2: 'giant')
- Multiplayer feature that involves scoring system, to determine who can get best score
- Hint system where if player is running out of guesses, computer gives a hint for a single letter



#### Walkthrough of terminal - 1st bash script

```
Marianas-MacBook-Pro:src ralphfloRafrea$ ls
__pycache__
                       index.sh
                                               testing.pv
file opener.sh
                       main.pv
                                               wordlist.txt
hangman_classes.py
                                               wordlist_builder.py
                       run_game.py
hangman_gameloop.py
                       run_game_cheats.py
Marianas-MacBook-Pro:src ralphfloRafrea$ bash index.sh
Python 3 is installed. Able to run program.
Enter 't' to run test, enter 'c' to run program with cheats.
Enter anything else to run program normally.
```

First checks Python 3 is installed, then loads next bash script.

Otherwise, doesn't load program.

#### Walkthrough of terminal - 2nd bash script

Play normally, given no special inputs

Creates, makes, deactivates, hen removes virtual environment

```
$ file_opener.sh
     #Create virtual environment, then activate
     python3 -m venv hangman_venv
      source hangman_venv/bin/activate
      #Have option to either run test, or run program
     echo "Enter 't' to run test, enter 'c' to run program with cheats."
     echo "Enter anything else to run program normally."
     read input
     if [[ "$input" == "t" ]] ; then
         # Install pytest, then run program
         pip install pytest
         pytest testing.py
     elif [[ "$input" == "c" ]] ; then
         #Run program file that enables cheats, no dependencies needed to be installed
         python3 run game cheats.pv
     else
          #Run program, no dependencies needed to be installed
         python3 run_game.py
      #Deactivate then remove virtual environment after finishing
      deactivate
      rm -r hangman venv
```

#### Walkthrough of terminal - Open game with cheats

Enter 'c' for game with cheats

Play game with cheats

Cheats = Show word to be guessed

```
$ file_opener.sh
      #Create virtual environment, then activate
     python3 -m venv hangman_venv
      source hangman_venv/bin/activate
      #Have option to either run test, or run program
     echo "Enter 't' to run test, enter 'c' to run program with cheats."
     echo "Enter anything else to run program normally."
     read input
      if [[ "$input" == "t" ]]; then
         # Install pytest, then run program
         pip install pytest
          pytest testing.py
     elif [[ "$input" == "c" ]] ; then
          #Run program file that enables cheats, no dependencies needed to be installed
         python3 run_game_cheats.py
20
     else
          #Run program, no dependencies needed to be installed
         python3 run_game.py
      #Deactivate then remove virtual environment after finishing
      deactivate
      rm -r hangman_venv
```

# Loading (automatic) tests

#### 10 tests

- 5 tests to test scoring system
- 5 to test letter guess system

#### Enter 't' start for test to activate

```
Python 3 is installed. Able to run progra
Enter 't' to run test, enter 'c' to run program with cheats.
Enter anything else to run program normally.
collecting pytest
  Using cached pytest-7.3.1-py3-none-any.whl (320 kB)
Collecting iniconfig
  Using cached iniconfig-2.0.0-pv3-none-anv.whl (5.9 kB)
Collecting packaging
  Using cached packaging-23.1-py3-none-any.whl (48 kB)
Collecting pluggy<2.0,>=0.12
  Using cached pluggy-1.0.0-py2.py3-none-any.whl (13 kB)
Installing collected packages: pluggy, packaging, iniconfig, pytest
Successfully installed iniconfig-2.0.0 packaging-23.1 pluggy-1.0.0 pytest-7.3.1
[notice] A new release of pip available: 22.3.1 -> 23.1.2
[notice] To update, run: pip install --upgrade pip
   platform darwin -- Python 3.11.3, pytest-7.3.1, pluggy-1.0.0
rootdir: /Users/ralphfloRafrea/Desktop/Coder Academy Stuff/assignments/T1A3/Raph
aelFlorea T1A3/src
collected 10 items
testing.py .....
                                                                     [100%]
                  ======== 10 passed in 0.03s =======
Marianas-MacBook-Pro:Src raiphriokarreas
```

#### Walkthrough of game - single-player

Play game with cheats for demo

Cheats = Show word to be guessed

```
WELCOME TO HANGMAN (with cheats)!
Press '3' to quit.
Enter '1' for singleplayer, enter '2' for multiplayer: 1
You have chosen singleplayer.
*************
ROUND 1
GET READY TO GUESS WORD!
3
GO!
KONG
Press '3' to quit.
Guess a letter:
```

#### Walkthrough of game - single-player (continued)

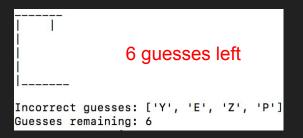
KONG Press '3' to quit. When guessing letters wrong, Guess a letter: v That is not correct! Hangman image starts to be build, Guesses left also reduces Incorrect guesses: ['Y'] Guesses remaining: 9 Guess a letter: e That is not correct! Incorrect guesses: ['Y', 'E'] Guesses remaining: 8 Guess a letter:

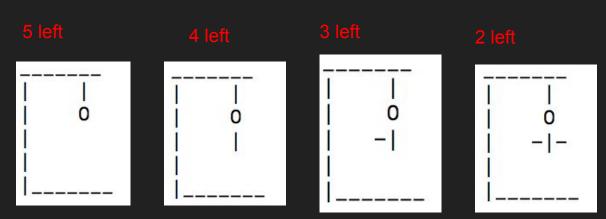
#### Walkthrough of game - single-player (bad guesses)

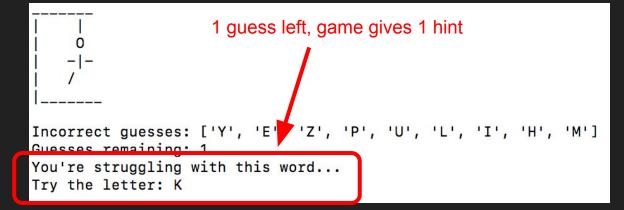
Image of hangman continually builds up

7 guesses left

Incorrect guesses: ['Y', 'E', 'Z']
Guesses remaining: 7



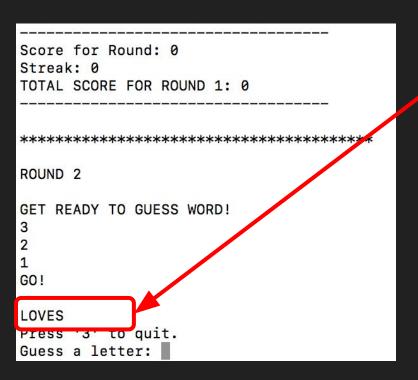




#### Walkthrough of game - single-player (FAILURE!)

```
Incorrect guesses: ['Y', 'E', 'Z', 'P', 'U', 'L', 'I', 'H', 'M', 'D']
Guesses remaining: 0
FAILURE!
                                                Game shows correct word
Correct word was: KONG
                                                 Score is 0 by default,
                                                 Streak set to 0
Score for Round: 0
Streak: 0
TOTAL SCORE FOR ROUND 1: 0
```

#### Walkthrough of game - single-player (2nd round)



Word now 5 letters for next round. Each round has word of length one letter more than previous round.

Round 1: 4 letters Round 2: 5 letters Round 3: 6 letters

. . Round 10: 13 letters

ROUND 3

GET READY TO GUESS WORD!

3
2
1
GO!

BEHALF
Press '3' to quit.
Guess a letter:

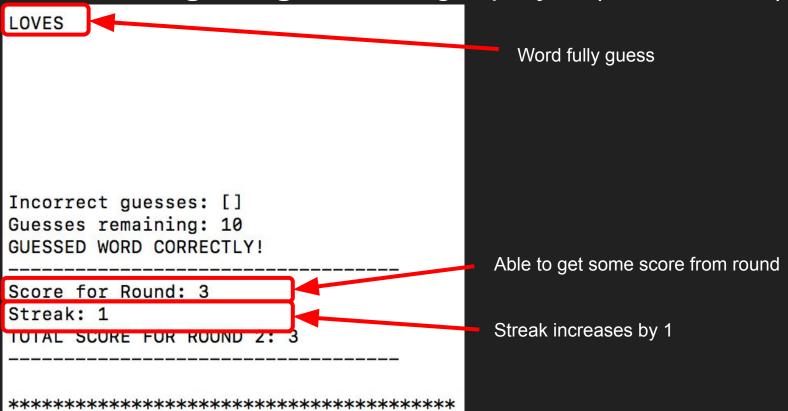
## Walkthrough of game - single-player (good guesses)

```
LOVES
Press '3' to quit.
Guess a letter: 1
That is a correct letter!
Guesses remaining: 10
Press '3' to quit.
Guess a letter: o
That is a correct letter!
LO
```

Everytime letter is guessed correctly, it shows up in word display, and number of guesses doesn't reduce

Here guesses stay at 10

## Walkthrough of game - single-player (SUCCESS!)



## Walkthrough of game - single-player (end-game)

Note that for round 10, word has 13 letters At end of game, receive final score, get goodbye message Score for Round: 36 Streak: 9 TOTAL SCORE FOR ROUND 10: 562 OVERALL SCORE: 562 Thanks for playing! Bye bye!

ROUND 10 GET READY TO GUESS WORD! GO! EXTRAORDINARY Press 3 to quit. Guess a letter: e That is a correct letter!

#### Walkthrough of game - multiplayer

```
GUESSED WORD CORRECTLY!

***********************

ROUND 1 FOR PLAYER 2

GET READY TO GUESS WORD!

3
2
1
GO!
```

First, player 1 has go

Then, player 2 has go

Then, score summary,

Then next round, and same cycle happens

#### Walkthrough of game - end of game

```
GUESSED WORD CORRECTLY!
Player 1 score for Round: 32
Player 1 streak: 2
PLAYER 1 TOTAL SCORE FOR ROUND 10: 466
Player 2 score for Round: 150
Player 2 streak: 10
PLAYER 2 TOTAL SCORE FOR ROUND 10: 874
OVERALL SCORE FOR PLAYER 1: 466
OVERALL SCORE FOR PLAYER 2: 874
PLAYER 2 WINS!
```

Player with highest score is winner

If both players have same score, there is tie

#### **Scoring system**

Failed round, No score. Streak 0

#### Scoring system explanation:

1. Score for a round is firstly determined by time to guess the entire word, using the formula below (note, the score is rounded to the nearest integer):

```
score for round = 100/seconds
```

2. Another factor in scoring is 'streaks'. Streaks occur when a player has successfully guessed words consecutive times. For the 1st round, if the player gets a word correct, they get a streak of 1, then if they get the next word, they're on a streak of 2, then 3 etc. until they fail to guess a word. Then the streak goes back to 0, and they have to start building up the streak again. This streak is then accounted for in the final formula:

```
score for round = streak * (100/seconds)
```

Player 1 score for Round: 0

Player 1 streak: 0

PLAYER 1 TOTAL SCORE FOR ROUND 8: 434

Player 2 score for Round: 128

Player 2 streak: 8

PLAYER 2 TOTAL SCORE FOR ROUND 8: 643 Total score so far

Score =  $8 \times (100 / 6.25 \text{ seconds})$ 

Score =  $8 \times 16$ 

Score = 128

#### Scoring system (streaks demo)

GUESSED WORD CORRECTLY!

Score for Round: 45

Streak: 5

TOTAL SCORE FOR ROUND 5: 277

FAILURE!

Correct word was: NORTHEAST

Score for Round: 0

Streak: 0

TOTAL SCORE FOR ROUND 6: 277

\_\_\_\_\_

When failure, streak goes to 0, no matter what streak was before

Even if next round is successful, because streak needs to start again, score is dramatically reduced

GUESSED WORD CORRECTLY!

Score for Round: 12

Streak: 1

TOTAL SCORE FOR ROUND 7: 289

-----

#### Other functionality

```
Enter '1' for singleplayer, enter '2' for multiplayer: 6

Not a valid number.

Press '3' to quit.

Enter '1' for singleplayer, enter '2' for multiplayer: blah

Not a whole number.

Press '3' to quit.

Enter '1' for singleplayer, enter '2' for multiplayer:
```

#### Guess a letter:

That's not a valid guess. Guesses remaining: 10 Press '3' to quit. Guess a letter: el

That's not a valid guess. Guesses remaining: 10 Press '3' to quit. Guess a letter: ]

That's not a valid guess.

Program handling bad responses

Pressing '3' quits from anywhere

Also asks for input again if put in same letter

```
Guess a letter: e
That is a correct letter!

E__E

Incorrect guesses: []
Guesses remaining: 10
Press '3' to quit.
Guess a letter: e
You have already guessed that letter.
```

Guess a letter: e

You have already guessed that letter.
Guesses remaining: 10

Pross '3' to quit
Guess a letter: 3
Ended program early.

Thanks for playing! Bye bye!

## Live game demonstration...

## Program logic - creating hangman classes

- Create hangman class, where each instance will have 6 lines of characters to print out picture of hangman
- Create initial hangman instance, which is final form of hangman (game-over hangman)
- Create every other instance based on previous instance, by changing small part of picture each time

```
Examples: stages = stage_builder(stages_initialiser())

stages[0].printer()
stages[1].printer()
stages[2].printer()
```



#### **Program logic** - creating grand list

- Read text file, list of 10,000 English (safe) words
- Put words into 2D list, where each list in 'grand\_list' has words of certain length

```
grand_list = grand_list_builder(wordlist_opener())

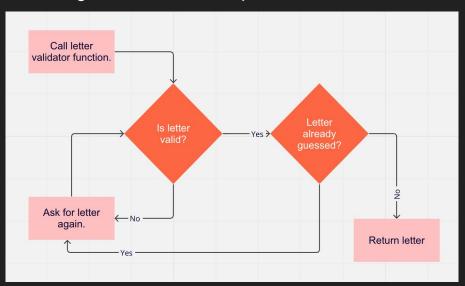
print(grand_list[4 -1][:10])
print("\n")
print(grand_list[10 -1][:10])

['that', 'this', 'with', 'from', 'your', 'have', 'more', 'will', 'home', 'page']

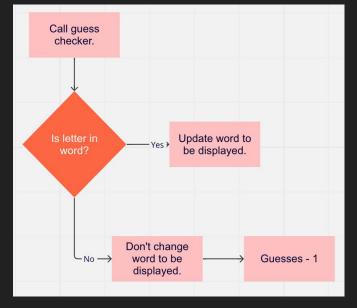
['university', 'management', 'technology', 'government', 'department', 'categories', 'conditions', 'experience', 'activities', 'additional']
```

## Program logic - single round of hangman, check letter

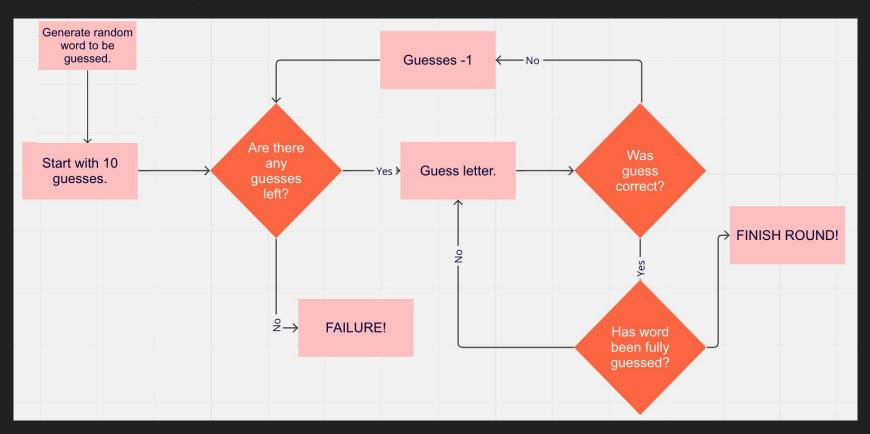
First get letter, check if input is valid



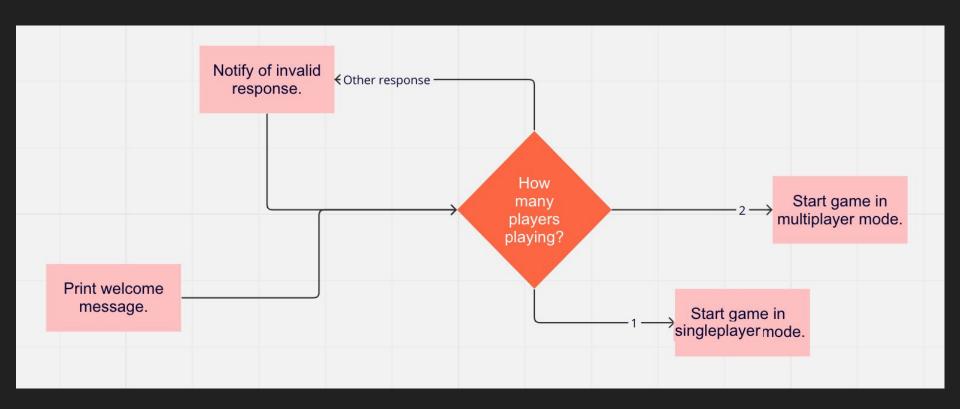
Then check if letter in word, make necessary updates



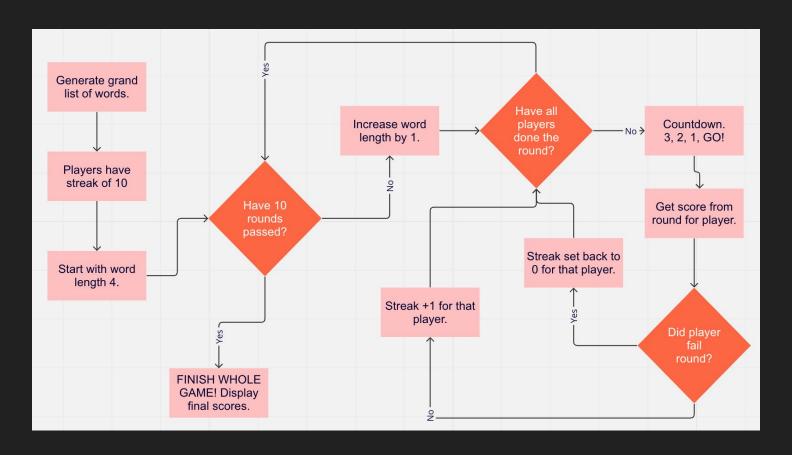
## Program logic - entire hangman round



## Program logic - game start



## Program logic - main game



#### Challenges and ethical issues

- Finding a good word list, that had clean words that were also easy to guess
- Learning bash syntax, after becoming so familiar with Python
- Figuring out how to put in automatic tests, due to the fact the program is very input-oriented and contains rng too
- Keeping the presentation short!

# T1A3

Thanks for watching!