

1. Our project is going to be a game like wordle, but instead using color sequences. The minimum version will have six color options and random sequences of four colors that the user will have four chances to guess. Another version could be just one color and they choose it from a color wheel, but this seems harder. However, it could be expanded to have more colors and longer sequences, as well as timed levels or amounts of “lives”/ failures. We can use the same ideas from wordle and use colors to help the user determine if they are on the right track. “yellow” for if the color is in the sequence, “red” or “gray” if it is not, and “green” if it is in the right spot.

2. The things we will need to accomplish are creating a function that creates the random sequence, buttons for each color, a delete button, a quit button, and functions that classify the guesses as either correct position, correct color, or incorrect. We will also need a welcome message, a failure message, a score, instructions, and a game loop.

Between now and December 12, there are roughly 3 weeks. During the first week, we will create each of the necessary individual functions and buttons, and later the classes.

During the second week, we will create the game loop and complete the necessary debugging.

During the third week, we will create the slides for our presentation, give our presentation and finalize our code to submit.

4. The preliminary classes are as follows:

Indicator ():

Grades and displays the accuracy of the user’s guess.

Will have methods compare() and display_border().

Sequence ():

Generates and displays the sequence that the user will guess.

Will have methods generate_sequence() and display_square().

Button ():

Used for all the colors, as well as delete and enter buttons.

Will have an update() method.

Shadle (): (name of the game)

It has the loop and methods to make the game run. There will be the window margins, the init method, a draw method, and a guess color method. There will also be a game display method.

5. We will use pygame and visual studio code.