

## Idea

- Spelling bee kind of game
- Give a word through speaker, type in the answer and if it is wrong or correct there will be different lights
- Make a txt file with all the possible words
- Could have different levels of difficulty

## Feedback (Alpha Version)

- Connect everything together
- Add ability to transition through each level
- Add more words to each level
  - At most 100
- Lights after you beat each level
- Watch out for GUI on the pi
- Change colors of buttons
- Appending wrong words into new levels

## Audio files played on pi

<https://raspberrypi.stackexchange.com/questions/7088/playing-audio-files-with-python>

<https://stackoverflow.com/questions/54741745/spelling-game-using-python>

## To do

- Finish audio and text files
- Breadboard
- Put together computer and pi code together
- Figure out slowing down and speeding up audio files
  
- Change levels
- Do spell check
- Take user input and make lowercase
  
- Iterate through levels, do smaller version on RPi

## Using GUI with GPIO pins

<https://forums.raspberrypi.com/viewtopic.php?t=261675>

Number of guesses

<https://livebook.manning.com/concept/raspberry-pi/while-loop>