Game Launch

On game launch, it asks the user for interface preference, whether the terminal or GUI will be used. The corresponding code will be executed based on user choice.

Pygame Dependency

If the user chooses GUI, Pygame will be needed and will be imported.

Terminal

The user will then be asked if he/she wants to play Anagram or Combine Mode. The program will then initialize AnagramMode or CombineMode class depending on user choice. The user will be only allowed to play in Zen Mode (3 Lives).

GUI

When the program launches, the user is asked to choose between Anagram and Combine Mode, and also if the user wants to have Zen Mode (5 Lives), Challenge Mode (99 seconds), or Hell Mode (5 lives and 99 seconds).

Engine

When AnagramMode or CombineMode is initialized, the engine will then pick a word and work on an algorithm based on the mode to generate the correct list of words based on a dictionary. The score is also based on scrabble scores of each letter.

Game Start

The program will then wait for a user input and check if the answer is correct or not. If it is, then the score equivalent to the sum of the scrabble score of each letter in the guessed word will be added to the current total score. The game will end if the user has found all the words or has run out of lives (Zen) / run out of time (Challenge) / run out of time or lives (Hell).

Game End

Upon reaching the end of a game, the program will ask if the user wants to play again or not, exiting the program if the user does not wish to do so.