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My program is a Wordle type game that has the user play a game where they get six guesses to guess a 5 letter word. If the user does not get the word after six guesses, the game ends and tells the player what the word is. It also gives the player an option to get a hint after their 5th guess if they have not yet gotten the word. The 5 letter word is chosen from a list of 50 words in a txt file.

The only pip-installable module that is required is termcolor which is used to color code the guesses from the user.

To run and test the program, you should select ‘y’ to play the game. Then you can type a 5 letter word until you either get the word or lose the game. If you win or lose you can choose to play the game again or quit.

I first tested it by only having one word in the txt file so that I knew that my function for reading the file worked. Once I knew that it worked I put in more words to the txt file. I then tested the game by having the correct word to win the game be printed so I could test multiple case scenarios like winning and losing the game, as well as what would happen if I kept playing the game after a win or a loss. I tested to see if the hint works when you either choose ‘y’ or ‘n’ and I made sure that the program still requires a 5 letter word before the hint and after the hint is either used or not. I also made sure that the game quit properly after winning the game, losing the game, and after playing the game more than once. I tried to “break” the program by putting in more than five words and less than five words which does not work. I also tested the program to keep asking the user if they wanted to play the game until they typed “n” or “y”.

If you input “n” to play the game again it says “Have a nice day” and then “would you like to play wordle” even though the user selected “n”. If the user types “n” for a second time the program ends

My next goal is to add a hint function to the program. I will create a hint function that will read the

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