WORD GAME DESIGN:

A simple jumble word game that can read a text document pre-loaded with words

to read and gives the user the jumbled-up letters of a word that it has selected.

The program will have a main function that will take file name and open it and $\frac{1}{2}$

read the contents. The words will be separated with blank space to make it

easier to split each word as it reads from file. It will then select a random

word and jumble up the letters of word and give that to the user. The user will

have 3 lives and have 3 chances to guess the name or they don't get a point

and lose a life. They can continue to play or they can quit after each word has either

been guessed or the user loses.

Start read text function

- 1. program reads txt file >> 2. reads 1st line >> 3. separate words by blank space >>
- 4. stores word in array >> 5. continues to next line >> repeats steps 2. through 5. until

end of txt document. *End read text function*

- *Start main game function*
- 1. Choose random word from array >> 2. random give letters to user != original word >>
- 3. Give user 5 chances to guess. >if user gets it right takes the value of all the letters

and then applies a multiplier depending on turn to the score. >else user loses a life. >> 5. Continue steps 1 thru 3 until 10 words have been cycled through or the user quits.

point multiplier

Each letter counts as 1 point. If the word is guessed on the first try then they get a $5\mathrm{x}$

point multiplier. Second turn gets 4x multiplier. Third turn gets a 3x multiplier. Fourth

turn gets a 2x multiplier and the last turn gets a 1x multiplier.

After either user quits or 10 words have been ran through the program the users score will be tallied up.

We learned about comparing two objects values using. <, >, <=, >=, !=, ==.

How c handles true and false in a function by the fact ${\tt 0}$ is false and everything else is true.

Handling of data types in a array. How to create an array with different data types and utilize it in our program.

We learned how to create loops and how to efficiently utilize them to check data. We also covered how to compare

two separate strings to find out if they have something in common. Word length of string.