Naomi Kalombo
Marisleysis De La Cruz
Raveen Green

Project Proposal Write-up

Team description:

City Girls is the name of our three member team. Marisleysis De La Cruz is a first-year student who has previous experience with programming. She is our leader and she is well-skilled in time management, perseverance, and driving the code. Raveen Green is a second-year student who is new to the world of programming, but is very excited to learn. She is well-skilled in math, creativity, and flexibility. Our last member is Naomi Kalombo who is also a second-year student and has very little experience with programming. She is well-skilled in organization, planning and understanding the code. This is our team.

Project Title: Hangman the Python version

We will be working on creating and implementing a code that would allow two players to play the game hangman. The game of hangman is when player one thinks of a phrase and writes down a number of spaces corresponding to each letter in the phrase they're thinking of. Our game will consist of six rounds. In the first round, player one gives a phrase and player two will have to guess either by letters or by complete words. Player two has 6 chances to guess what the phrase is. When a letter that was given is not in the word provided by player one, then the player two loses one of their chances and the remaining number of chances is kept track of. When a letter that was given is in the word given by player one, it is added into the empty spaces, until all the letters or the complete word is guessed. This game will continue until the word is guessed or until player two uses up all of their chances. If player two guesses the word then that word is added to their word bank. If they don't guess the word then that word is added into the other player's word bank. For round two, player two will have to give a phrase and player one will guess. Whoever is guessing the word is alternating between each round. When the six rounds are over, the player that has the most words in their word bank wins.

This project topic is a suitable project for this class because we will be using lists, word dictionaries, and loops. These are the topics that we have learned in class and we want to demonstrate that we understand them by implementing them in a fun game. This game also fits our majors. Naomi is a Linguistics major, Mari is a potential Computer Science major and Raveen is an English major. Words are interesting to us and this is a game that brings back childhood memories.

List of tasks and timeline:

- Code that allows input for players to give the phrase and input for players to guess the phrase
- Code that gives output when the letter inputted by the player is in the phrase being guessed/ when it's not

- Code that turns the letters in the words into underlined spaces and gives this new format to player 2
- Code that matches the letter guessed to the letter in the word and replaces the underlined space with the letter
- Code that puts the same letter in multiple places if it appears more than once in the phrase
- Code to keep track of words that player 1 has guessed and player 2 has guessed
- Code that alternates between which player goes first in each round
- Code that ends the game
- Code to raise exceptions if numbers or symbols are entered instead of string

November 22:
Mari: Code that allows input for players to give the phrase and input for players to guess the phrase
Raveen: Code that gives output when the letter inputted by the player is in the phrase being guessed/ when it's not
Naomi: Code that turns the letters in the words into underlined spaces and gives this new format to player 2

November 24:
Mari: Code that allows input for players to give the phrase and input for players to guess the phrase
Raveen: Code that gives output when the letter inputted by the player is in the phrase being guessed/ when it's not
Naomi: Code that turns the letters in the words into underlined spaces and gives this new format to player 2

November 25:
Mari: Code that matches the letter guessed to the letter in the word and replaces the underlined space with the letter
Raveen: Code that puts the same letter in multiple places if it appears more than once in the phrase
Naomi: Code to keep track of words that player 1 has guessed and player 2 has guessed

December 2:
Mari: Code that matches the letter guessed to the letter in the word and replaces the underlined space with the letter
Raveen: Code that puts the same letter in multiple places if it appears more than once in the phrase
Naomi: Code to keep track of words that player 1 has guessed and player 2 has guessed

December 4:
Mari:Code that alternates between which player goes first in each round
Raveen: Code that ends the game

Naomi: Code to raise exceptions if numbers or symbols are entered instead of string

December 6:

Mari: Code that alternates between which player goes first in each round

Raveen: Code that ends the game

Naomi: Code to raise exceptions if numbers or symbols are entered instead of string

December 7-9: Working on any unforeseen risks that occur and test cases & presentation (all of us)

Possible Risks:

1. What if somehow both players have the same number of words in their word bank?
2. One of the players provide a word in a different language
3. Special Characters