

World of Games

Level 3: Score Modules

- **Utils file – utils.py:**

A general purpose python file. This file will contain general information and operations we need for our games.

- Variables:

- `SCORES_FILE_NAME` - A string representing a file name. By default "Scores.txt"
- `BAD_RETURN_CODE` - A number representing a bad return code for a function.

- Functions:

- `Screen_cleaner` - A function to clear the screen (useful when playing memory game or before a new game starts).

- **Score utils file – score.py:**

A package that is in charge of managing the scores file. The scores file at this point will consist of only a number. That number is the accumulation of the winnings of the user. Amount of points for winning a game is as follows: $POINTS_OF_WINNING = (DIFFICULTY \times 3) + 5$ Each time the user is winning a game, the points he one will be added to his current amount of point saved in a file.

- Functions:

- **add_score:** - The function's input is a variable called difficulty. The function will try to read the current score in the scores file, if it fails it will create a new one and will use it to save the current score.

- **Main scores file – main_score.py:**

This file's sole purpose is to serve the user's score currently in the scores.txt file over HTTP with HTML. This will be done by using python's flask library.

- **Functions:**

- **score_server:** This function will serve the score. It will read the score from the scores file and will return an HTML that will be as follows

```
<html>
  <head>
    <title>Scores Game</title>
  </head>
  <body>
    <h1>The score is:</h1>
    <div id="score">{SCORE}</div>
  </body>
</html>
```

If the function will have a problem showing the result of reading the error it will return the following:

```
<html>
  <head>
    <title>Scores Game</title>
  </head>
  <body>
    <h1>ERROR:</h1>
    <div id="score" style="color:red">{ERROR}</div>
  </body>
</html>
```

- **Function Update**

- Change the function start_play() as follows: In case the user won the game, the function will call the function called add_score to add the new score the user won to the score saved in the Scores.txt function..

- **Submission Details**

Upload the project (as public) to GitHub and send me the link.

These game modules have been meticulously designed to provide an engaging and challenging experience. Feel free to explore and enjoy the diverse gameplay offered by the World of Games!