



Football Word Guesser Python Programming Project



Objective: *The goal of this assignment is to create a word guessing game. This game requires two players. The first player will type in a word for the second player to guess. The second player must guess the word before Player 1 scores a goal!*

Player 2 guesses letters that may or may not be in the word. If the letter is not in the word, the soccer ball will get closer to the goal. If enough incorrect guesses are made, the soccer ball will go into the goal and Player 2 will get one last try to guess the entire word.

This project has been broken into 3 mini-assignments.

Part 1: wordChecker.py

Please complete both the functions in this file that say `TODO: YOUR CODE HERE`.

Remember to delete the line: `raise NotImplementedError` once you have started. **Follow the instructions that are above the**

functions.

We advise that you do the following:

Implement the `isEqual` function. Once you think you've got it working, run `python wordCheckerTest.py`. You will be able to see how many test cases pass. If your code does not pass all test cases, you have made an error and should go back and fix it.

Next, implement the `doesMeetGuidelines` function and again run `python wordCheckerTest.py`. Make sure all test cases pass before moving on to Part 2.

Part 2: letterCount.py

Please complete both the functions in this file that say `TODO: YOUR CODE HERE`.

Remember to delete the line: `raise NotImplementedError` once you have started. **Follow the instructions that are above the functions.**

We advise that you do the following:

Implement the `getLetterCount` function. Once you think you've got it working, run `python letterCount.py`. You will be able to see how many test cases pass. If your code does not pass all test cases, you have made an error and should go back and fix it.

Next, implement the `getCurrentStatus` function and again run `python letterCountTest.py`. Make sure all test cases pass before moving on to Part 2.

Part 3 hangman.py

Please complete `hangman.py` and insert your code where it says
`TODO: YOUR CODE HERE`

Once you are finished, start playing the hangman game.
You can do this by `python hangman.py`

There are no test cases for this part of the project. To test your code, play the game numerous times, testing out every possible branch of the game. Watch out to make sure that following work:

- See what happens when Player 2 types in 'A', 'abc', '1', '!', '@', "
- Does the soccer ball move closer to the goal on every incorrect letter
- What happens when Player 2 successfully gets all letters?
- What happens when Player 1 scores the goal and Player 2 has to guess the entire word? Does this entire sequence work?
- If an incorrect letter is typed does it show up in red?

Good luck and have fun!