

Project 1: Word Guessing Game

Collaboration Policy: This assignment must be completed individually. You may discuss high-level ideas with other students, but you should not share code.

Description

The goal of this homework assignment is to create a word guessing game between two human players. Player 1 provides a word and Player 2 tries to guess what it is using feedback she received from previous guesses.

Player 1 first enters the secret word by entering a response to an "ask" block. The word is *immediately hidden* from view after Player 1 finishes entering it. The computer then starts by telling Player 2 how many letters are in the mystery word. After Player 2 makes a guess, the computer should tell the player whether her guess was right or wrong. Remember guesses should be case-insensitive. If Player 2 was wrong, the computer should also tell Player 2 how many letters in her guess were correctly positioned in the actual answer. The computer does not, however, have to say which letters were correct or which positions they were in. (For Bonus credit, tell the player *which* letters were in the correct positions. Use a message similar to the messages below in *[italics]*.) The conversation alternates back and forth until Player 2 guesses the secret word correctly.

Here is an example of **one** of the many ways the game might go:

Computer: What is the secret word?

Player 1: fireball

Computer: There are 8 letter(s) in the secret word. Try to guess it!

Player 2: supercalifragilisticexpialidocious

Computer: No, there are 8 letter(s) in the secret word.

Player 2: facebook

Computer: No, but 3 letter(s) are correct! Guess again.

[f, e, b are in the correct positions]

Player 2: firebell

Computer: No, but 7 letter(s) are correct! Guess again.

[f, i, r, e, b, l, l are in the correct positions]

Player 2: fireball

Computer: Yes, that is correct! You figured out the secret word in 4 guesses.

[...and the game ends]

Remember that this is one example of how the game might go. You need to generalize this to make it work for many different secret words and guesses. The first player will not always enter the word fireball. It could be any word, with any number of letters.

Your game should have at least one sprite, but there are no graphical requirements other than that. Feel free to develop the graphics more if you'd like.

Starting Materials

You should start from a blank SNAP! project.

Grading

30 pts from readme (15 pts each section)

70 pts from code:

- 40 pts basic game play
- 10 pts error handling
- 10 pts use of custom blocks (functions)
- 10 pts code neatness and readability, things like variable and block names

Bonus

If you want credit for the bonus, you **must** add a note to the dropbox indicating that you completed it.

Instead of only telling the player that the number of letters that are correct, also say (in a single message) the exact letters that are in the correct positions.

Submission Requirements

The following two must be placed in the D2L dropbox.

Project file (70 pts)

This is the file with all your Snap! code. You will need to export this from the Snap editor. (Instructions for doing this were in the first lab.) Name the file “wordGuessing” plus your first and last name, such as: wordGuessing_MaryMosman.xml

Readme file (30 pts)

The readme is a separate MS Word or TXT/RTF file that gives context and extra information about the project. It must contain the following sections:

- **Summary** - describes what the program is in your own words. It should describe your game and how to play it. Assume the person reading it has not read these instructions.
- **Learning** - describes what you found challenging (or not) about the assignment and how you worked through them to solve the problem. Discuss something that you learned about programming while completing the assignment.

Tips

- Save your code often and back it up in more than one spot. Losing your work should never be an excuse. Use OneDrive, the D2L Dropbox (you can submit multiple times), or email it to yourself.
- Code a little bit at a time and test as you go. Don't try to code the whole assignment and then test.
- Test! In a perfect world, users would read all of the user documentation provided and interact with a program exactly as the designer intended. But few people in the actually read documentation. We have to design good programs to prevent user mistakes or mitigate them. Most importantly, we have to make sure user error does not break our code. **Remember to handle the situation when the user guesses a word that is too long or too short.**