

GHOST; the word game

Summary: GHOST is a word game where players take turn adding letters to a word. The first to spell a complete word that is greater than 3 letters **loses**. When adding a letter to the word, you must ensure that you are spelling the beginning of a valid word. The strategy is to corner your opponent into having no choice but to complete the word and lose the game.













The rules of GHOST:

- GHOST is a two-player word game
- Player 1 starts by entering a letter
- Player 2 adds a letter to the first letter.
- The players continue taking turns adding letters
- Each new letter must continue to spell the beginning of a real word
- If a player adds an invalid letter to the word, this player gets a strike and they must repeat their turn.
- Once a player gets 3 strikes, or completes a valid word longer than 3 letters, that player loses and the other player wins.














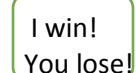

Your task:

- Create a game of GHOST to be played on the command line by 2 players.
- The game will randomly choose whether player 1 or player 2 starts first.
- Each player will take their turn by entering a letter in the command prompt
- If the player makes an incorrect entry (the player enters anything other than a single letter, e.g. a number, or more than one letter), that does NOT count a strike, however that player will be prompted to repeat their turn
- If the players makes an invalid move (the player enters a single letter, but that letter does not form the beginning of a valid word), that DOES count as strike and the player is also prompted to repeat their turn
- If a player accumulates 3 strikes, or completes a valid word, that player loses and the game ends. The other player then wins













Scenario: The first person to spell a complete, real word LOSES

 R	
	RA 
RAI 	
	RAIS 
RAISE 	
	You lose! I win! 

Scenario: Only real words that have more than 3 letters make you lose

 	
	 
This word is only 3 letters, so this player does not lose	
 	
This word is 4 letters, so this player does lose	
	 
 	

Scenario: When taking your turn you must only add letters that form the beginning of a real word.

  <div data-bbox="203 338 305 407">R</div>	
	 <div data-bbox="620 611 722 680">RA</div>
 <div data-bbox="203 898 305 968">RAZ</div>	
<p>This move is invalid because there is no word in the English language that starts with 'RAZQ'</p>	
	 <div data-bbox="641 1157 743 1226">RAZQ</div>
 <div data-bbox="224 1367 386 1478">That's not a valid move! Try again!</div>	 <div data-bbox="435 1367 764 1478">The player on the right now has one strike. They must repeat their turn.</div>
<p>This is a valid move because there are words in the English language that start with RAZO ('Razor' for instance)</p>	
	 <div data-bbox="636 1640 738 1709">RAZO</div>