Project Plan

Hit and Blow is an easy game that has been popular in Japan since elementary school. The reason for its popularity is that it is easy to play and has a good ratio of luck to skill. This time, I would like to create a hit-and-blow game using tkinter and turtle.

Using this game's structure, you may be able to guess the password of the key.

The rules of hit-and-blow are as follows.

Generally, it is done face-to-face. The first person to guess the opponent's 4-digit number wins.

First, you decide "your number".

Once both players have decided on their own number, they take turns guessing their opponent's number.

The opponent answers the number of "hits" and "blows" on that number.

One turn at a time, each player predicts the opponent's 4-digit or 3-digit number. If the predicted number is correct in both position and number, it is expressed as a hit (H), and if the position is wrong but the number is correct, it is expressed as a blow (B).

In this assignment, the first step is to create a home screen. On the home screen, we plan to create a button for explaining the rules, a button for single-player play, a button for competitive play, and a button for the high score list. The look (GUI) is going to look like a smartphone game. I am also planning to display the H/B history for both single-player and competitive play.