IDEA: My idea for my final project is to do a sort of word-scramble game. Essentially, I want to make the game where there is a list of words in a .txt file which the computer reads from, and then displays one with all of the characters mixed up. The idea of the game is to unscramble as many words in one minute as you can.

PROBLEMS: There are a few things I don’t know how to do when it comes to implementing this code. The first part is that I don’t know how to set a timer which only allows for a minute worth of time to play a round of the game. The second comes with the validation check. I know that I can simply refer back to the original word to check the user input versus the correct answer, but if the user types a word that is an actual word but is not the intended word I would like to give them credit for that. What I don’t know how to implement is that secondary check. My first thought was to simply check to make sure that all of the chars in the word exist within the scramble, but then you could simply re-type the scramble and it would return as correct.

APPROACH: What I plan on doing is to make a game where the user gets to choose whether they want to play one player (simply seeing how many words they can unscramble in a minute) or multiple players (compare the scores of each player and determine the winner). Then, each player gets a minute to unscramble words until the time runs out, and the next player takes their turn. I plan on storing the words inputted from the .txt file into a vector of strings, which can then be used to scramble the letters within the word. Once a player finishes their turn, I plan on storing their high score based on the player number (so probably a class called player that creates an object when a new player joins the game), and then can compare the different scores when the players finish, and cout the name of the winning player. Therefore, each player object will have a name that they input into the computer and a score for their round. I also think that each player should get a certain number of skips if they can’t figure out a word but making sure to limit the number of skips to just a few, which would likely also be stored within the player object.