World of Games

Utils.py

A general purpose python file. This file will contain general information and operations we need for our game.

1. SCORES_FILE_NAME - A string representing a file name. By default "Scores.txt"
2. BAD_RETURN_CODE - A number representing a bad return code for a function.
3. Screen_cleaner - A function to clear the screen (useful when playing memory game or before a new game starts).

Score.py

A package that is in charge of managing the scores file.
The scores file at this point will consist of only a number. That number is the accumulation of the winnings of the user. Amount of points for winning a game is as follows:
POINTS_OF_WINNING = (DIFFICULTY X 3) + 5
Each time the user is winning a game, the points he one will be added to his current amount of point saved in a file.

Methods

1. add_score - The function's input is a variable called difficulty. The function will try to read the current score in the scores file, if it fails it will create a new one and will use it to save the current score.

MainScores.py

This file's sole purpose is to serve the user's score currently in the scores.txt file over HTTP with HTML. This will be done by using python's flask library.

Methods

1. score_server - This function will serve the score. It will read the score from the scores file and will return an HTML that will be as follows:

```
<html>
```

```
        <head>
            <title>Scores Game</title>
        </head>
        <body>
            <h1>The score is <div id="score">{SCORE}</div></h1>
        </body>
    </html>
```

If the function will have a problem showing the result of reading the error it will return the following:

```
<html>
        <head>
            <title>Scores Game</title>
        </head>
        <body>
        <body>
            <h1><div id="score" style="color:red">{ERROR}</div></h1>
        </body>
</html>
```

Function Update

Change the function load_game() as follows:
In case the user won the game, the function will call the function called add_score to add the new score the user won to the score saved in the Scores.txt function.

What to send me?

A compressed zip file containing the following:
1. Utils.py
2. Score.py
3. MainScore.py