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Final Project Proposal

CMSC 140: Intro to Python

IHRTLUHC

For our final project, we will be creating a “Wordle” game with three levels for users to choose from. An easy level with 8 tries, a medium level with 6 tries, and a hard level with 4 tries. We hope the computer will be able to generate a random word from a dictionary housed in the program, and the user will be provided with the letters contained in the word. After a guess, the computer should return the letters that were placed in the correct spot but will show a dash (-) for misplaced letters. Additionally, we want the computer to provide hints about the correct word to the user after each guess, perhaps in the form of a picture. We will likely be using the random package for this project, and a Wordle dictionary. The dictionary will either consist of a .txt file of five letter words written previously by Professor Gregg, or we may generate a list of eligible words for the computer to choose from. The biggest uncertainty we envision is embedding the images into the game. With a large list of words, it could be difficult to get the proper images matched with the correct words, which will challenge us while building the game.

**VIEW WORDLE LIST PREVIEW ON NEXT PAGE!**

**A Preview of the first page of the Wordle list from Professor Gregg can be viewed here:**

