# The Green Glass Door

Lucas Lehman

Overview

The Green Glass door is a word puzzle game where you try to figure out the “key” to the green glass door. You do this by guessing words you think might fit the criteria of the key, and the person (or computer) responds with whether the word fits the key. The key is that the word must have double letters in it to go through. Hence the name Green Glass Door, each word in the title having double letters.

The player will type words into an input box. If the word can go through, there will be a green glass door that is animated to open and a key turning sound effect will play. If the word can’t go through, the door will do a little shake, and a knocking sound effect will play. There will be a score keeping track of the correct/incorrect guesses. After a number of incorrect guesses, an option for a hint will appear. To “win” you must type a word with double letters 15 times in a row. (The odds of accidently doing that are approximately 1 in 1,000,000,000,000,000) There will be an exit button available at all times in case the player is particularly frustrated that they can’t figure it out.

The game begins with an intro screen that has brief instructions for the game. There will be buttons to start the game and exit. Once you win, you get sent to a congratulations screen with animated green glass doors flying around and the option to exit or return to the instructions.

A screenshot of a computer

Description automatically generated

## Instructions Scene

* Play button -> Game Scene
* Quit button -> Exits program
* Door – image of a green glass door
* Instructions – label describing the game
* Solid light blue background

## Game Scene

* Correct/Incorrect labels
  + Updated after each guess
  + A screenshot of a computer

    Description automatically generatedA screenshot of a computer

    Description automatically generatedAfter 15 correct guesses -> win screen
* Door
  + Switch image to open door and play a key sound after correct guess
  + Shake image back and forth and play a knock sound for incorrect guess
* Input Box
  + Allows user to type guess.
  + When enter is pressed
    - Check for double letters to know if the guess fits or not
    - Clear the input box
* Hint Button
  + Invisible until certain amount of wrong guesses
  + When visible and clicked
    - * Show label with a hint
* Exit Button
  + Goes to Instructions scene
* Solid light blue background

A white paper with black text

Description automatically generated

## Win Scene

* Mini Door – same image as big door
  + Around 5 instances appearing randomly
  + Random movement direction/rotation
* You Win! – will be an image
* Exit To Instructions button – to instructions scene
* Quit – exits program
* Solid light blue background

## Milestones

* Find images for the door and win screen message
* Create the basic version of the Game Scene
* Write the code to check for double letters in the input box
* Get the scores running
* Make the door image switch or shake for correct/incorrect guesses
* Get the hint button to appear after an amount of incorrect guesses
* Create the basic version of the Instructions scene
* Write the Instructions textbox
* Get the play and exit buttons to switch scenes
* Create the basic version of the Win Scene
* Get the Exit and Quit buttons working

## Stretch goals

* Add the mini Green Doors to the win screen for a fun animation
* Add an option to reveal the key after a certain number of wrong guesses
* Add labels to display the last ten correct and incorrect words guessed