

Minh Nguyen

Project 3: Word phrase game

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My understanding of the problem for this assignment is to create an array that holds multiple different words. These words are then chosen randomly to form a phrase. The user then must guess the phrase, one word at a time, one letter at a time, and have the chance to guess the word or the phrase at the end of each turn. The program should reflect what letters have been guessed, and display what words and letters are guessed correctly.

My design for this program:

1. Create 4 functions that each have an array of words that consists of 10 words. These functions generate a random word from each of the arrays to form a sensible phrase with 4 words as a total.
2. Once called, pass these 4 words into another function to make them turn into underscores to imitate a blank hangman style word.
3. Then create another function for the actual guessing word game, which uses tools from older projects like the `replace` function to exchange out words.
4. Run this function 4 times, for each word.
5. At the end of each word guess, Have another function called `Phrase_guess` for a free attempt at the entire phrase free of "guess charges".
6. If any of the Phrase Guess functions were guessed accurately, the game will end.
7. Game will also end once user runs out of guesses on individual word
8. Entire game is ran through a do-while loop in order to replay the game if user wants to.

I tested my program by starting the game and entering in both correct letters and incorrect letters. If a user incorrectly guesses the phrase, the game will make them guess the next word in the phrase. If they run out of guesses for the word, the game is over and the computer will show them what the phrase was, as well as the word that they were on. I checked to make sure that losing was a possibility at each word guess, as well as winning the game was a possibility at each phrase guess. Guessing a word correctly by guessing with letters will allow you a chance to guess the entire phrase at each turn.

The one thing I was unable to accomplish in this game was display to the user what letters they are missing should they run out of guesses on a certain word. That is to say, If the word was "Charlie" and they guessed C_ar__ie, I was not able to come up with a bit of code to reflect to the user that they are missing h,r, and l.