CSCI S-38 Summer 2018
Game Project 4

NOTE: One of the goals of this assignment is to practice using pointers and arrays. We will be looking for effective use of arrays and pointers in your solution. You are NOT to use vectors or strings. Use of these elements will result in a 0 for this assignment.

Your assignment this week is to implement the game of Jotto (see: https://en.wikipedia.org/wiki/Jotto in which a user tries to guess a five letter word selected by the computer. In a true implementation, the user would only be able to submit actual 5 letter words, that is not a requirement for this rendition of the game.

Here is how the game will flow:

1. The computer selects a 5 letter word at random (you will need to have a "vocabulary" of 5 letter words to choose from. Store these in an array. Optionally, read the words into the array from a file. Click here for a list of 5 letter words accepted by official Scrabble rules – you do NOT need to use all of them: http://www.allscrabblewords.com/5-letter-words/
2. User makes the first guess – a valid 5 letter word (again, this will need to be honor system)
3. Computer will respond with a number that represents how many of letters in the guess match the letters in the secret word.
4. User continues to guess until they give up or guess the word correctly.

Notes:

Display all guesses/responses after each user turn.

You may set maximum number of guesses and size your arrays accordingly.

As an enhancement, allow the user to identify eliminated letters.

Sample word responses:

Secret word is: peace Guess is: spare Response is: 3 (for p, e, a)

Secret word is: peace Guess is: happy Response is: 2 (for p, a)

Secret word is: happy Guess is: spare Response is: 2 (for p, a)

Secret word is: happy Guess is: primp Response is: 2 (for p, p)

Secret word is: happy Guess is: blink Response is: 0