README document

How to play the game (Wordle)

The aim of the game is to guess what the 5-lettered secret word is, using 6 attempts*. If your guess is wrong, the letters of your guess word which are to be found in the secret word AND are in the same character position will appear *green*. If a particular letter in your guess word is to be found in the secret word BUT the character of the guess word is in the wrong position relative to character position in the secret word, the letter will appear *yellow*. Finally, if the letter you use is not at all in the target word, that letter appears as *the default colour*.

An example makes it clearer to understand:

If the target word is '*light*' and the user guesses '*ghost*', it will appear/print as: '*ghost*'.

A useful tip is to always consider the letters that have already been used but have appeared as the default colour in previous attempts- it means that letter is not in the secret word!

Note that some words also contain duplicate letters (e.g. *lolly)*.

This python code allows you to change the number of attempts you as a means of changing the difficulty (easy grants you eight total attempts, whilst hard grants you only four total attempts).

Saving player data

The code gives you the option to save your player data. If you accept, you will be prompted to enter your name. Then a text file will be created (if it hasn't been already) and record the name you entered, the result (if you won or lost), how many attempts you needed and the secret word.

Important!

To run the game, you MUST ensure that the files "filtered-wordle-words.csv" and "words_alpha.txt" have been downloaded & are on the current file directory, else you return an error.

GitHub

The link to the public repository for the development of this game code can be found here: https://github.com/rahmanaminoor25/Aminoor_game_project.git. The master file and the files "filtered-wordle-words.csv" and "words_alpha.txt" can be found on this repository.

Each commit within the master branch is titled with the change that was made. Branches were created whenever large changes/milestones were accomplished (e.g. Version 1 contains the working game in its most basic form).