

Wordle

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What is Wordle?

Examples

W **E** **A** **R** **Y**

W is in the word and in the correct spot.

P **I** **L** **L** **S**

I is in the word but in the wrong spot.

V **A** **G** **U** **E**

U is not in the word in any spot.



Model

Game

Attributes:

Size, player(),
board(),
word_to_guess

Methods:

get_all_words_of_size
pick_word_to_guess
check_win check_loss
is_valid_guess
get_guess_graded
play_again

Player

Attributes:

lives_start
lives_left

Methods:

life_lost
Get_lives_left
reset_lives

Board

Class Attributes:

Empty_Slot

Attributes:

Size player
board

Methods:

Update_board
Clear_board

```

def get_all_words_of_size(self)->list:
    """This method takes in a requested size of

    Args:
        size (int): the size of the board, of t

    Returns:
        words_to_guess (list): A list of all th
    """
    words_to_guess = []
    with open('1-1000.txt','r') as file:
        for line in file:
            word = line.strip('\n')
            if len(word) == self.size:
                words_to_guess.append(word)
    return words_to_guess

```

```

def pick_word_to_guess(self,words_to_guess:list):
    """This method picks a random word for the playe

    Args:
        words_to_guess (list): A list of words from

    Returns:
        word (str): The word the user has to guess d
    """
    index = random.randint(1,len(words_to_guess)) #r
    self.word_to_guess = words_to_guess[index]
    return words_to_guess[index]

```

```

def get_guess_graded(self,word,guess):
    """This method takes a string representing the players guess
    it then compares each index of the two strings and returns
    ! represents a partially correct answer (right letter, wrong
    * represents a correct answer (right letter, right spot)

    Args:
        word (str): A string, the players guess
        guess (str): A string, the word the player is trying to

    Returns:
        graded_word (list of lists): A list of lists. The inner
        """

    graded_word = []
    for i in range(self.size):
        graded_word.append(['','']) #creates empty double list
    for i in range(self.size): #fills based on correctness
        if guess[i] not in word:
            graded_word[i] = [guess[i],self.board.EMPTY_SLOT]
        elif guess[i] in word and guess[i] != word[i]:
            graded_word[i] = [guess[i],'!']
        elif guess[i] in word and guess[i] == word[i]:
            graded_word[i] = [guess[i],'*']
    return graded_word

```

```
Enter your guess: fire
[['f', ' ', ' ', ' ', ' ', ' '], ['r', ' ', ' ', ' ', ' ', ' '], ['i', '*', ' ', ' ', ' ', ' '], ['e', '!', ' ', ' ', ' ', ' '], ['s', ' ', ' ', ' ', ' ', ' ']]
```

```
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
[[ ' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' '], [' ', ' ', ' ', ' ', ' ', ' ']]
```

```
[['f', ' ', ' ', ' ', ' ', ' '], ['r', ' ', ' ', ' ', ' ', ' '], ['i', '*', ' ', ' ', ' ', ' '], ['e', ' ', ' ', ' ', ' ', ' '], ['s', ' ', ' ', ' ', ' ', ' ']]
[['b', ' ', ' ', ' ', ' ', ' '], ['u', ' ', ' ', ' ', ' ', ' '], ['r', ' ', ' ', ' ', ' ', ' '], ['g', ' ', ' ', ' ', ' ', ' '], ['e', ' ', ' ', ' ', ' ', ' ']]
[['s', ' ', ' ', ' ', ' ', ' '], ['h', ' ', '* ', ' ', ' ', ' '], ['a', ' ', ' ', ' ', ' ', ' '], ['k', ' ', ' ', ' ', ' ', ' '], ['e', ' ', ' ', ' ', ' ', ' ']]
[['y', ' ', ' ', ' ', ' ', ' '], ['u', ' ', ' ', ' ', ' ', ' '], ['m', ' ', ' ', ' ', ' ', ' '], ['m', ' ', ' ', ' ', ' ', ' '], ['y', ' ', ' ', ' ', ' ', ' ']]
[['n', ' ', ' ', ' ', ' ', ' '], ['u', ' ', ' ', ' ', ' ', ' '], ['g', ' ', ' ', ' ', ' ', ' '], ['g', ' ', ' ', ' ', ' ', ' '], ['t', ' ', ' ', ' ', ' ', ' ']]
[['h', ' ', '!', ' ', ' ', ' '], ['a', ' ', ' ', ' ', ' ', ' '], ['p', ' ', ' ', ' ', ' ', ' '], ['p', ' ', ' ', ' ', ' ', ' '], ['y', ' ', ' ', ' ', ' ', ' ']]
```

Top: graded word, Middle: Board (empty), Bottom: Board (full)

View

BoardView

Attributes:

board

Methods:

display

GameView

Attributes:

BoardView

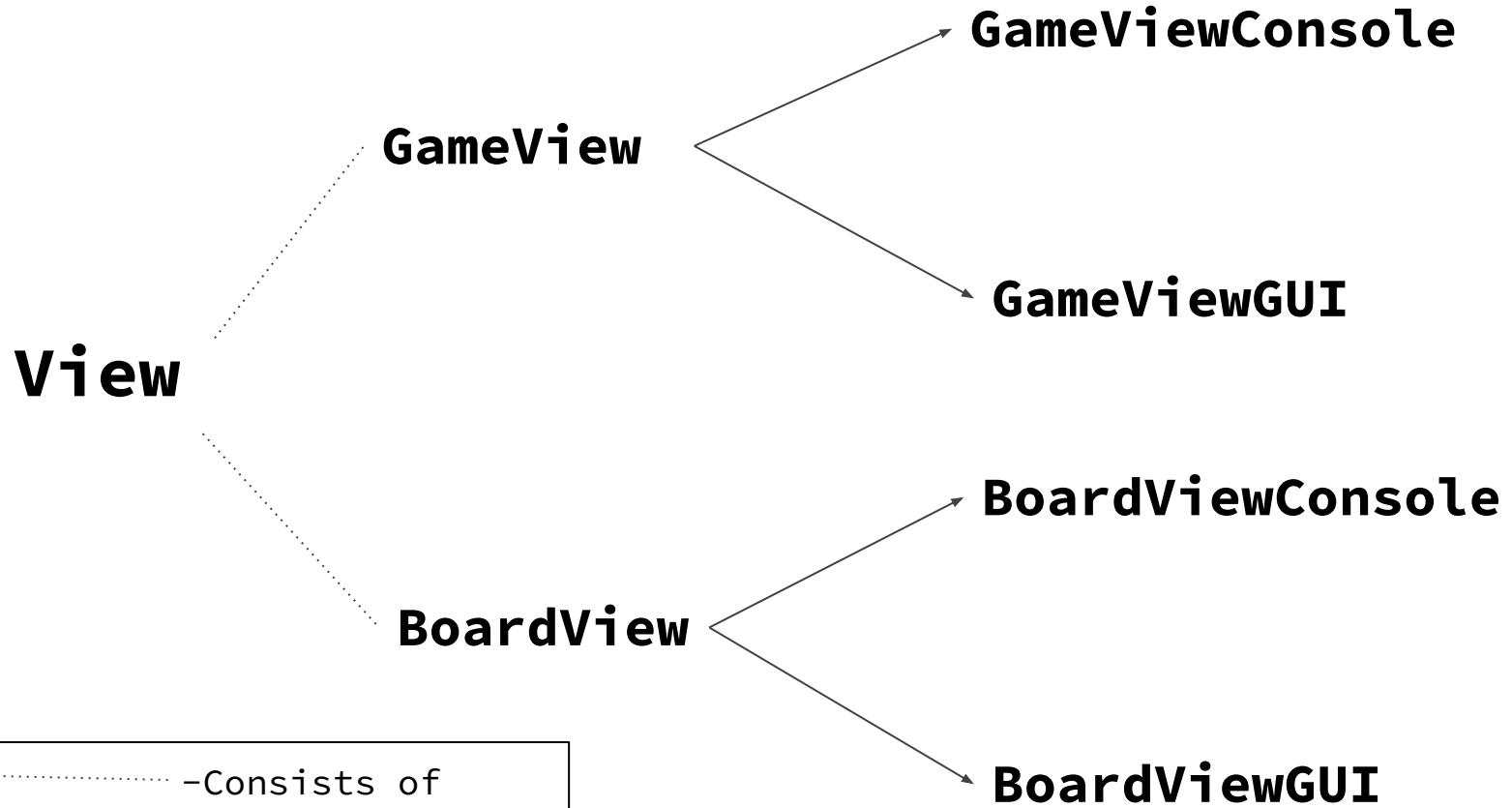
Player

Methods:

Update_board

Clear_board

Both Classes are Abstract!



```

class BoardViewConsole(BoardView):
    """This class is a child class of the BoardView class. It
    is used to display the board in the console with
    """
    def __init__(self, board: board) -> None:
        """This method initializes an instance of the BoardView
        class with the board object.

        Args:
            board (board): A instance of the board class from
            the board module.
        """
        super().__init__(board)

    def display(self):
        """This method displays the board in the console with
        the current state of the game.

        """
        print('! represents a letter that is in the word you are looking for')
        print('* represents a letter that is also in the word but not in the current position')
        rounds = self.board.player.lives_start
        size = self.board.size
        for i in range(rounds):
            print('____'*size)
            print()
            for j in range(size):
                print(self.board.board[i][j][0],end=' ')
            print()
            for j in range(size):
                print(self.board.board[i][j][1],end=' ')
            print()
        print('____'*size)

```

BoardViewTerminal.display

Enter your guess/word:

! represents a letter that is in the word you are guessing but incorrect spot

* represents a letter that is also in the word you are trying to guess AND is in the correct spot

f r i e s
 !

t r a s h
* !

```

def display(self):
    """This method displays the board on the root window of the tkinter GUI. It takes in the the amount of lives t
    from an instance of the player class and the board from an instance of the board class to display the board
    """
    for i in range(self.board.player.lives_start):
        for j in range(self.board.size):
            if self.board.board[i][j][1] == self.board.EMPTY_SLOT:
                Grade = self.INCORRECT
            elif self.board.board[i][j][1] == '!':
                Grade = self.PARTIAL_CORRECT
            elif self.board.board[i][j][1] == '*':
                Grade = self.CORRECT
            label = tk.Label(self.root, text=f"{self.board.board[i][j][0]}",bg=Grade[0],fg=Grade[1], borderwidth=1)
            label.grid(row=i+1, column=j,sticky='nsew',padx=0.5,pady=1)
    for i in range(self.board.player.lives_start):
        self.root.grid_rowconfigure(i, weight=1)
    self.root.grid_rowconfigure(self.board.player.lives_start, weight=1)
    for j in range(self.board.player.lives_start):
        self.root.grid_columnconfigure(j, weight=1)

```

BoardViewGUI.display

f	r	i	e	s
t	r	a	s	h

Controller

GameController

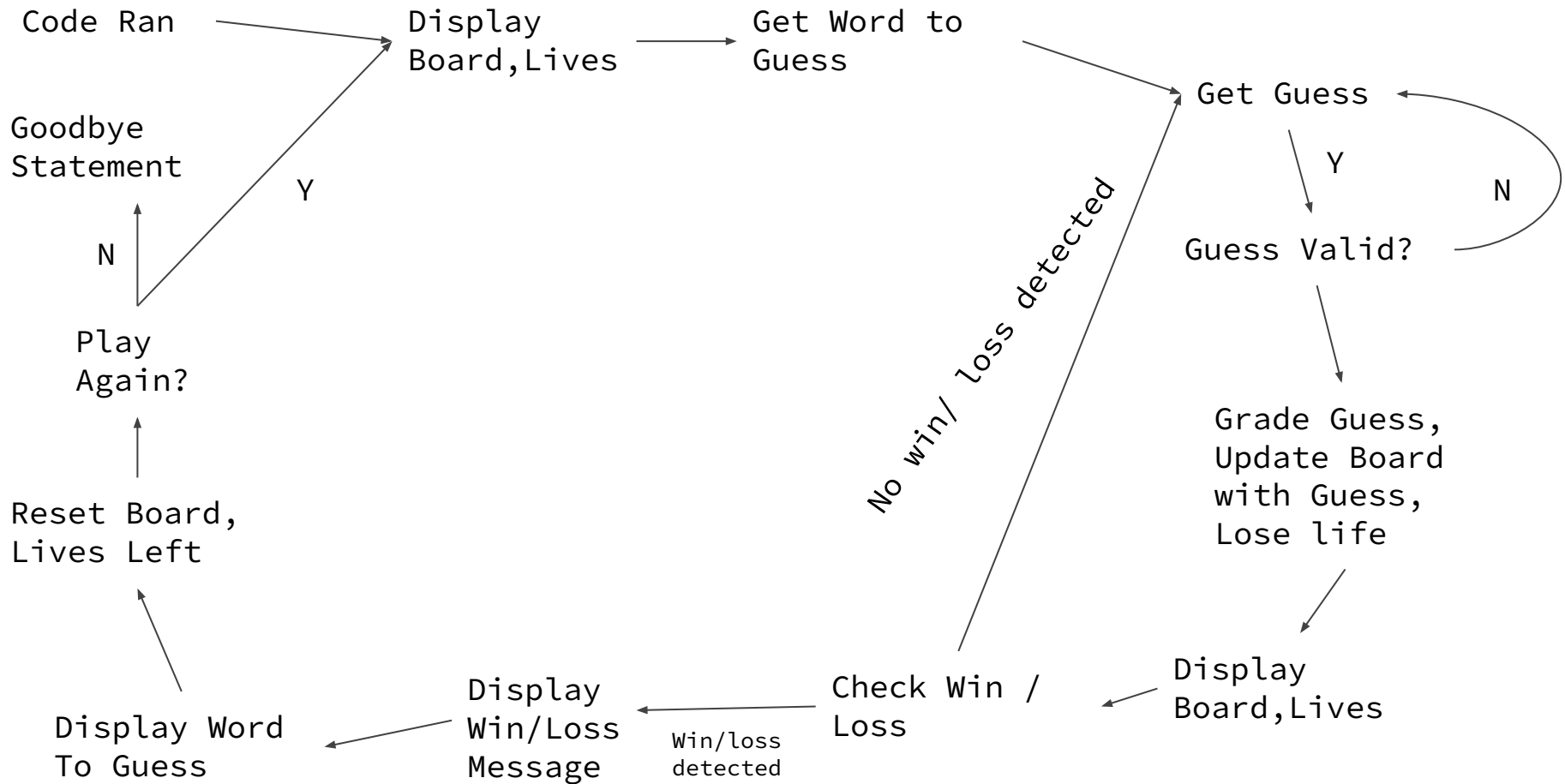
Attributes:

game

game.view

Methods:

Run_game



```
def run_game(self):
    """This method is in charge of running the game by calling methods defined by the model and view.
    """

    #GAME LOOP BEGINS HERE

    while True: #This while loop allows the game to loop until the player chooses to not play anymore

        #The first thing the game does is display the board, lives, and chooses a word the player needs to guess
        self.view.display_board()
        self.view.display_lives()
        word_to_guess = self.model.pick_word_to_guess(self.model.get_all_words_of_size())
        #above lines stores word to guess that was chosen randomly by the game

        #GUESSING PROCESS LOOP BEGINS HERE

        while True: #This while loop begins the guessing process for the player. It continues until the player runs out of lives

            #This code gets a valid guess from the user based on the current view method chosen
            guess = self.view.get_guess()
            while not self.model.is_valid_guess(guess): #does not let program progress until valid guess is given
                self.view.display_invalid_guess()
                guess = self.view.get_guess() #stores guess as guess var

            #This code grades the guess, displays the guess and its grade on the board and takes away one life from the player
            guess = self.model.get_guess_graded(word_to_guess, guess)
            self.model.board.update_board(guess)
            self.model.player.life_lost()
```

```
#displays the above changes via the view to the player
self.view.display_board()
self.view.display_lives()

#checks to see if the last guess made by the player was the correct guess, or if player is out of lives
if self.model.check_win(guess):
    self.view.display_win() #displays win
    #if it is breaks out of the guessing process loop
    break
elif self.model.check_loss(): #if player is out of lives displays loss and breaks out of guessing process loop
    self.view.display_loss()
    break
```

#GUESSING PROCESS LOOP ENDS HERE

```
#displays the board one last time for the player to see proof of there win or loss
self.view.display_board()
#displays the correct word to the player
self.view.display_word_to_guess(word_to_guess)
```

```
#asks the player if they would like to play again, and resets the board and the player lives
ans = self.view.display_play_again()
self.model.board.clear_board()
self.model.player.reset_lives()
```

```
#if the answer is no a goodbye message is show and the game loop is broken out of
if not self.model.play_again(ans):
    self.view.say_goodbye()
    break #game loop broken out of, quittting game
```

```
# GAME LOOP ENDS HERE
```

Main

```
#this is the main file is in charge of connecting the various classes together to allow
```

```
from model.game import game
```

```
from view.game_view_terminal import GameViewConsole #sets the view to be the terminal vi
```

```
from view.board_view_terminal import BoardViewConsole
```

```
from controller.game_controller import GameController
```

```
model = game()
```

```
board_view = BoardViewConsole(model.board)
```

```
view = GameViewConsole(board_view,model.board.player)
```

```
controller = GameController(model, view)
```

```
controller.run_game()
```

```
#this main file is in charge of connecting the various classes of the game together to
✓ import tkinter as tk
  from model.game import game
  from view.game_view_GUI import GameViewGUI #sets view to be GUI child classes of view
  from view.board_view_GUI import BoardViewGUI
  from controller.game_controller import GameController

model = game()
root = tk.Tk()
root.geometry(str(model.board.size*100)+'x'+str(model.board.player.lives_start*50))
root.title("Wordle Board")
board_view = BoardViewGUI(model.board,root)
view = GameViewGUI(board_view,model.board.player,root)

controller = GameController(model, view)
controller.run_game()
root.mainloop()
```

Final Result: Terminal

! represents a letter that is in the word you are guessing but incorrect spot

* represents a letter that is also in the word you are trying to guess AND is in the correct spot

You have 6 attempts left to guess the word

You guessed the word!

! represents a letter that is in the word you are guessing but incorrect spot

* represents a letter that is also in the word you are trying to guess AND is in the correct spot

a d i e u
!

t h a r e
! * *

s m a r t
* * * *

s n a r t
* * * *

s t a r t
* * * * *

The word was start

Play again? Type Y to play again, type anything else to exit gameY

The word was start

Play again? Type Y to play again, type anything else to exit gameY

! represents a letter that is in the word you are guessing but incorrect spot

* represents a letter that is also in the word you are trying to guess AND is in the correct spot

You have 6 attempts left to guess the word

Enter your guess:wordle

Guess is not of correct length! Input new guess!

Enter your guess:trash

You have 0 attempts left to guess the word

Out of attempts. Game over!

! represents a letter that is in the word you are guessing but incorrect spot

* represents a letter that is also in the word you are trying to guess AND is in the correct spot

t r a s h
* !

t r a s h
* !

t r a s h
* !

t r a s h
* !

t r a s h
* !

t r a s h
* !

The word was thing

Play again? Type Y to play again, type anything else to exit game

Goodbye!

Final Result: GUI



Wordle Board



Lives:6

Guess



Wordle Board



a	d	i	e	u
s	p	a	d	e

Lives:4

Guess

pla



Wordle Board



a	d	i	e	u
s	p	a	d	e



Error:Invalid Guess

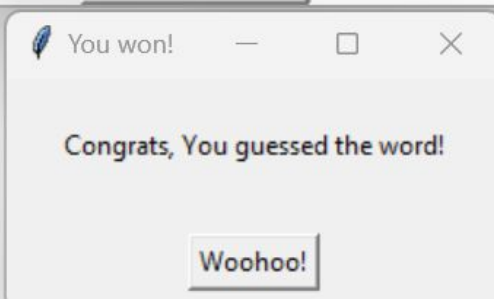


Invalid word size. Enter word of correct size

Close

Lives:4

Guess





Wordle Board



The word was death!

ok

i

e

u

a

d

e

a

p

e

a

e

d

d

e

a

t

h

Lives:1

Guess

death



Wordle Board



a	d	i		
s	p	a		
e	d	a		
a	p	a		
d	e	a		

Lives:1

Guess

death



Con...



Would you like to play again?

Yes

No



Wordle Board



Lives:6

Guess



You...



Out of Attempts, Game Over!

Darn!

t

r

a

s

h

s

h

s

h

s

h

t

r

a

s

h

t

r

e

s

h

Lives:0

Guess

tresh



Wordle Board



t



a

s

h

t

a

s

h

t

a

s

h

t

r

a

s

h

t

r

a

s

h

t

r

e

s

h

Lives:0

Guess

tresh

The word was noise!

ok



Wordle Board



t	r			h
t	r			h
t	r			h
t	r			h
t	r			h
t	r			h



Con...



Would you like to play again?

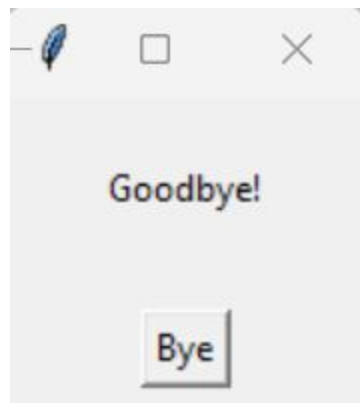
Yes

No

Lives:0

Guess

tresh



Questions?