

Wordle

Rahul Singh

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.

C	O	V	E	R
P	I	N	G	S
H	A	T	E	D
A	B	B	E	Y

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  
    """  
  
    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 spot)
    * 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 guess

    Returns:
        graded_word (list of lists): A list of lists. The inner lists
        have length 2, where the first element is the letter from the
        guess and the second is either ! or *
    """
    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 here:

```
[['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!

View

GameView

GameViewConsole

GameViewGUI

BoardView

BoardViewConsole

BoardViewGUI

.....
—Consists of
—Inheritance

```
class BoardViewConsole(BoardView):
    """This class is a child class of the BoardView class. It
    ...
    def __init__(self, board: board) -> None:
        """This method initializes an instance of the BoardView
        ...

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

    def display(self):
        """This method displays the board in the console with
        ...
        print('! represents a letter that is in the word you are
        print('* represents a letter that is also in the word
        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 or dash:

! 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

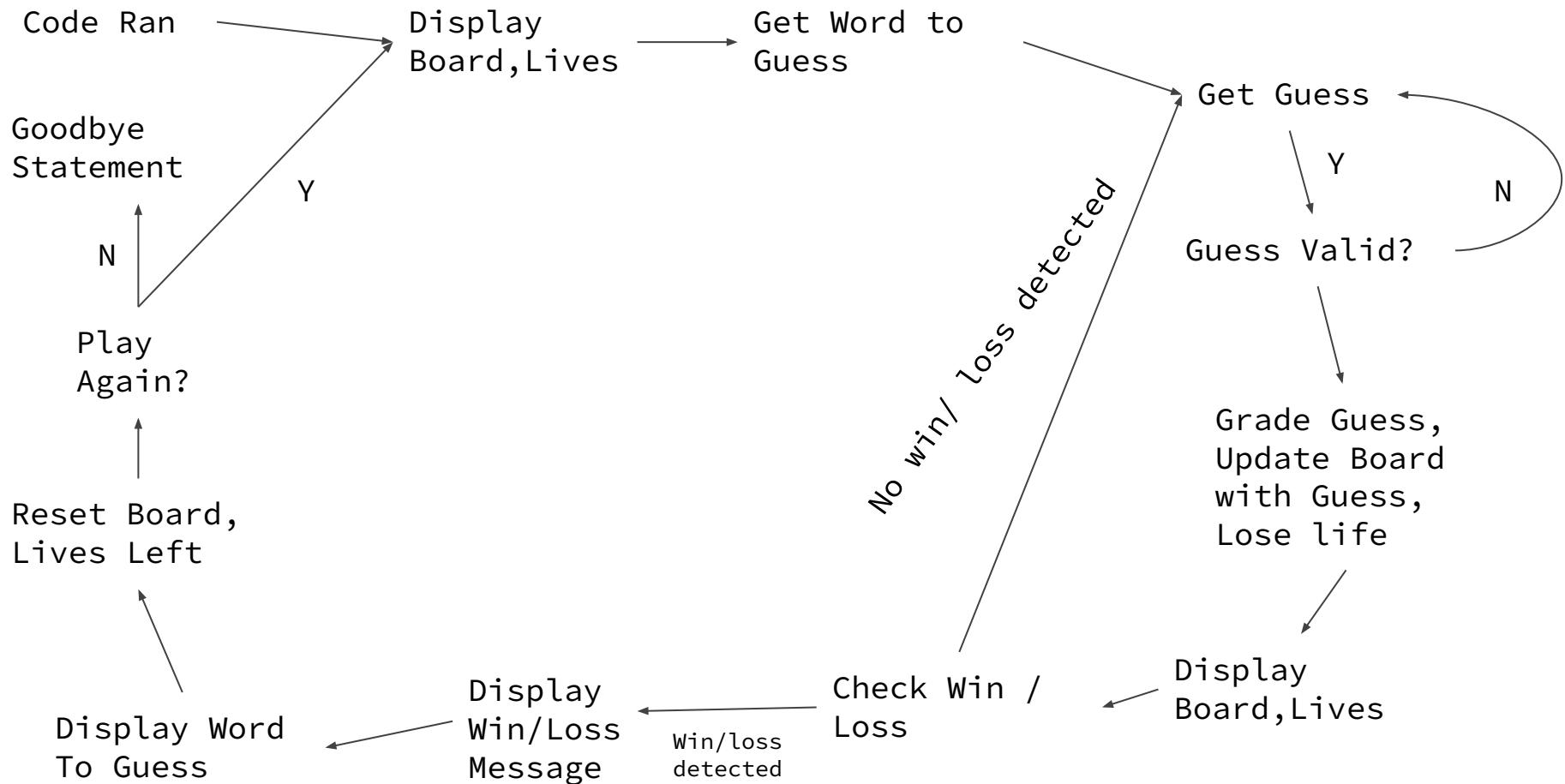
Attributes:

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, quitting 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 guressing 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
* !

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

— □ ×

a	d	i	e	u
s	p	a	d	e
e	d	a	p	e
a	p	a	e	d
d	e	a	t	h

Lives:1

Guess

death



You won!

—



Congrats, You guessed the word!

Woohoo!



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



Wordle Board



You...



Out of Attempts, Game Over!

Darn!

t	r	a	s	h
t	r	a	s	h
t	r	e	s	h

Lives:0

Guess

tresh



Wordle Board



t



a

s

h

t

The word was noise!

a

s

h

t

a

s

h

t

ok

r

a

s

h

t

r

a

s

h

t

r

e

s

h

Lives: 0

Guess

tresh



Wordle Board



Con...



t	r
t	r
t	r
t	r
t	r

h	
h	
h	
h	
h	

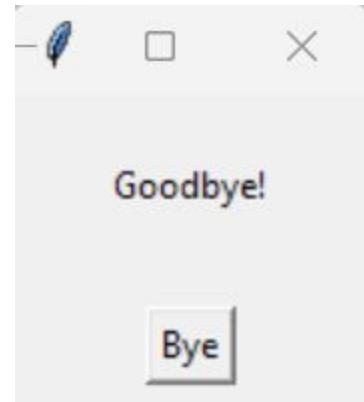
Would you like to play again?

 Yes No

Lives: 0

Guess

tresh



Questions?