NewYorkTimes++: Connections & Wordle minigames
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I made two mini games based on the popular New York Time games "The Daily Connections" and "The Wordle". My project implements modules, file handling, exception handling, and command-line arguments.

To launch one of the games, a command-line argument is passed with the name of the game as the argument to "GameLauncher.py'. This .py file then launches the user's selected game, all in the terminal.

The Wordle game is like the NYT's version. The user has 5 lives (instead of 6) to guess the 5-letter word correctly. If the guess contains a letter in the correct word, but isn't in the correct spot, the letter is highlighted in yellow. If the guessed word contains a letter in the correct spot, the letter is highlighted in green. In order to verify the input word's legitimacy, I included a external file (file handling) that provides a dictionary of words. A function then compares the input word to the dictionary, making sure that it is a real word. However, since the dictionary only contains the singular version of words, using the plural version of the game is not possible.

The Connections game is also similar to the NYT's version. Users have 4 lives to correctly group 4 words into their respective categories. I used exception handling to make sure the user's input is 4 words. I also created a separate module (implementing my own module) (ConnectionGroups) that stores eight different sets of connections games. When imported into the ConnectionEngine (where the main game is), A set is randomly chosen and extracted so that it can be used for a game.

 I included a README.md that concisely explains the rules and limitations for both games.