*INFO 2000 - Final Project*

Word Scramble Game

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Overview

In order to play this game, the filtered\_words.txt needs to be accessible for the final\_project.py. This word scramble game accesses the word bank from the text file in order to generate a random word. It then scrambles the word and has the user guess what the word is. If the user guesses in correctly, it calculates and displays how many letter are in the correct position.

The “AI”

In order to make the game more interesting, I wanted to add a competitor. The “AI” tried to guess the word before the user can solve it. However, since we haven’t gone over AI’s in class and my knowledge on coding one is limited, my AI isn’t very intelligent after all. I made sure the AI guess was the same length as the scrambled word, but it still has a lot of options to choose from.

Personal Reflection

At first, I wanted to create a maze game. The idea was to create a randomly generated maze using rows and columns. The user could then navigate the maze to get to the end. I was having a difficult time to creating a random maze that was still solvable. I tried utilizing resources online to figure out how to do so, but I felt like it was getting away from what we learned over the semester. This is why I pivoted to a word scramble game. I feel like I utilized the things we learned in this class to create a unique game.