Text Twist Clone

Final Project - CS521

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For my final project, I chose to implement Text Twist, a timed word game that can be found online in various formats. The user is given six letters and must enter all three, four, five, and six-letter words that can be made from those letters. Interaction with the user interface is accomplished through the keyboard, with the exception of starting a level and/or resetting the game, which are accessible via the mouse.

This game can be considered useful from several points of view. Number one, it serves to help develop the user’s vocabulary and pattern recognition skills. Number two, it provides many opportunities for the exploration of python concepts covered in class. These concepts include user-defined classes, private and public instance variables and methods, control structures, and use of python’s standard library modules. Additionally, there are the added challenges of processing user input, updating the user interface accordingly, and maintaining the current state of the game. These requirements necessitate the proper use of encapsulation to keep game elements separate from each other but communicating effectively.