Shelton Ngwenya, R00203947

SOFT8023 - Assignment 1 Form

Please fill in the following form to ensure you get credit for the work you do and to help me correct them faster. Where you see "Yes / No / Partial (if partial explain)", delete as appropriate and if it is partial explain how far you got, e.g. the code is there, but it crashes, so I had to comment it out.

Checklist	
I have the core Wheel of fortune game working	Yes
as specified	
I have separate client and server components	Yes
using gRPC for communication	
I have implemented design pattern 1	- Yes - I choose to implement a singleton pattern, cache for the phrases because I only need to call phrases from the phrases.txt file only once per game. I implemented caching unto the singleton because I would like to store the phrases read from the txt file in a temporary, memory location. This makes the program a bit faster than retrieving the phrases from the txt file for each game
I have implemented design pattern 2	No
I have implemented extended functionalty (ideally more than just a couple of lines of code)	- Yes - The user will be able to guess the entire phrase to solve it instead of only letter by letter

Add some screenshots of your application running (just in case I have issues running it myself):

Letters Guess features(Skipped adding all letters for easier reading

```
### Available Letters: ASCDEFGHIJKLHNDPQRSTUVMXYZ

Henu:

1 - Buess a letter.
2 - Solve the puzzle.
3 - Quit the game.

Enter the number of your choice: 1
Pick a letter: a
There are 2 A's.

Available Letters: SCDEFGHIJKLHNDPQRSTUVMXYZ
```

```
Renu:

1 - Guess a letter.
2 - Solve the puzzle.
3 - Quit the game.

Enter the number of your choice: 1

Pick a letter: 1

There are 2 i's.

Available Letters: BCDEFGHIJK MNDPQRSTUVMXYZ

Henu:
1 - Guess a letter.
2 - Solve the puzzle.
3 - Quit the game.
```

```
### shetten: s

There are 2 S's.

Python client.py

ALL MOUTH AND NO TROUS_RS

Available Letters: BC EFG IJK PQ VWXYZ

Henu:

1 - Guess a letter.
2 - Solve the puzzle.
3 - Quit the spame.

Enter the number of your choice: 1

Pick a letter: e

There are 2 S's.

Python client.py

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 3m 38s 925ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 3m 38s 925ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y!

shelton-pop-dell's WOF/ on |/asin = z ~ -11

RAH:6/868 | 55ms

Play game [Y'N]: y

Greeter client received: GoodBye, y

Greeter client rece
```

One time phrase guesses special feature

```
Suess: a Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

I's sorry. Your guess is incorrect:

A BUNCH OF FIVES

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 64cs 300ms |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 64cs 300ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 | RAM:6/868 | Formal |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received: Goodbye, y!

Shelton-pop-dell's NOF/ on | Pasin = -11 |

RAM:6/868 | 62ms |

Play game [Y'M]: y

Greeter client received:
```