CSCA20 Project Report: Fall 2019

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Project Plan

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Project Title: Hangman game

Provide a one-paragraph description of your project:

For our project, we plan to use python to code a word game called Hangman.

- Rule of traditional Hangman:

One player comes out a word to guess and use underline to represent each letter of the word. The other player guesses the word by giving letters within a certain number of trials. Once the player reaches the last chance to guess but still cannot get the word, the player fails.

- In our project:

The computer will be the player who gives word to guess. The program will randomly give a word. People send input as the letter they guessed and word they guessed to the program.

Final description:

This week, we complete the ‘create own wordlist’ part in our project. Now, players can make new word list each time they resume the game.

Our game functions:

1. Image of Hangman

Show hangman images each time guessed wrong

2. Import csv document as word bases

Easy or hard mode

3. Player can choose to create their own word list to play. Players can make several word bases

Give player more choices and more fun in this game.

4. A main menu shown to player which will clear itself while player enters the main game part

Instruction to run code: Open in Wing and click the green arrow

Week 2 report:

What will you have done before you arrive at your tutorial next week?

1. Almost done our project.

2. csv word database imported

set easy and hard two mode for player to choose

3. Functions which enabled played to create their own word list

What will you have done before you leave your tutorial next week?

1. Done the presentation.

2. Plan to finish all things of our program including debugging before next tutorial.

What is your backup plan if things don’t work out as planned?

Not likely to happen

If happens, simplify our function or just change to do a new function instead

Weekly Reports

Week 2:

1. Imported 2 csv files (called easy.csv and hard.csv) to be 2 different word bases for different hardness respectively.

2. Players can choose the hardness level they want to play in the game.

3. Successfully add image, the hangman, to the game by using list method. We use signs such as ‘|’, ‘/’ and ‘\’ to get the image of hangman. By adding hangman images to the list, now player can view the change in picture when they guess wrong. We get the ideal and image from other’s word. Reference is shown.

4. Another function we build is that player can also choose to make their own word list in the beginning of the game and choose to use their list of word. In addition, we are still working on improving the game outlooks and debugging. The game can run now but the interface still need more improvement!

Final Week:

1. We have improved the ‘create own word list’ function. We make it available each time player resume the game

2. The interface of game has been beautified. There’s page-cleaning method (imported os) imported.

3. We debug the whole game and make sure it runs well.

References

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We used the hangman picture from other's work:

https://inventwithpython.com/chapter9.html

In the referred work above, we only uses the part of hangman image

Line 4 – 53 in our code are not our work

Repo & Video

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This is our code repository：

<https://github.com/tangxuet/vigilant-octo-parakeet/tree/master/project>

Video:

(We tried the screen recorder but the running of python program disappeared in video when we finish recording. We don’t know reason but choose to record with phone. It’s still clear enough to watch.)

https://youtu.be/pwQs-hYU7WQ