W.A.T

(What are those)

Instructions “Booklet”

By: Evan Wylie, Thomas Sato, Hriday Raj

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Part One: Acquisition

Congratulations! Since you are in possession of this booklet, you must have acquired your very own copy of W.A.T.

Everything Should be in working order, as the code should automatically detect where it is, directory-wise, and read the relevant files from there (the “word bags”).

There is, however, one issue, as *playsound* is required to, well, play the sound at the end of the timer (if you choose to use the built-in timer). To install *playsound*, simply open cmd and run the following command:

> pip install --force-reinstall -v "playsound==1.2.2"

This will ensure that the necessary version of *playsound* is installed.

Other than that, you should be all set and ready to start playing.

Simply open the downloaded folder using VSCode and run main.py to get right into it.

(Make sure you have Python 3.10 installed as well)

Part Two: Customization

If you want to customize your gaming experience, you can change what words are available to be pulled from by editing the following text (.txt) files:

* easy\_nouns.txt
* medium\_nouns.txt
* hard\_nouns.txt
* easy\_adjectives.txt
* medium\_adjectives.txt
* hard\_adjectives.txt
* verbs\_and\_more.txt

All of which are hopefully self-explanatory. The files are arranged in such a way that one needs only to type a word on a new line to add it into circulation (you will have to relaunch the game to see newly added words in circulation).

The verbs\_and\_more.txt file contains sub-phrases that complete “x that is y” phrases of the form:

<something> **that is** <sub-phrase from verbs\_and\_more.txt>

For example:

<fish> **that is** <swimming>

… so keep that in mind when adding to that file.

Part Three: The Game Screen

So, you’re finally ready to begin.

Here is a quick breakdown of the various buttons on the game board:

A screenshot of a computer

Description automatically generated

The number of words chosen is three by default, and there is guaranteed to be at least one noun. Pressing this button brings up a sub-menu with “R” and numbers 1-9. Clicking on a number sets the number of words chosen to be equal to that number. If “R” is chosen, a random valid number of words is chosen every time a phrase is generated. The timer is automatically set at 1 minute per word if “R” chosen and will change to meet the new number of words for the next “R” phrase.

A screen shot of a computer

Description automatically generated with medium confidence

Game modes are as follows:

* Takeout Mode: words that are used to generate a phrase are not put back into circulation (they cannot be selected) until the list of words has run out.
* Putback Mode: words that are used to generate a phrase are put back into circulation (they can be selected again immediately.
* Charade Mode: Automatically sets the number of words to 2, locks the game at medium difficulty. This mode is intended to allow players to “act out” their phrase and increases the frequency of “x that is y” phrases.

A picture containing text, screenshot, font, software

Description automatically generated

Each difficulty level incorporates words from the easier difficulties. For example, a phrase generated on Hard difficulty may contain words from the easy, medium, or hard noun/adjective files, as well as sub-phrases from verbs\_and\_more.txt. A phrase generated on Medium difficulty could contain words from any of those except the hard noun/adjective files, and so on. In Takeout Mode, removed words are tracked separately for each difficulty.

A picture containing text, screenshot, font, software

Description automatically generated

The timer can be adjusted with the up and down arrows above each digit. Pressing the Zero button resets the timer to 0. Pressing the Auto button sets the timer to N minutes, where N is the number in the top right corner of the game screen (except “R”, see section on the number of words button).

The play button starts the timer. Pressing the play button again (It will display “ ██ ” after being pressed once) stops the timer. Neither the Auto button nor the Zero button will do anything while the timer is running. Likewise, the game mode and difficulty cannot be changed while the timer is running.

A picture containing text, screenshot, font, number

Description automatically generated

The save icons here can be used to save phrases for later viewing. Click one to associate the active phrase with that color save icon. The message “phrase saved!” will be displayed if the save was successful. Click an icon while there is no generated phrase (or a non-generated phrase such as “phrase saved!”) on screen to display the phrase associated with that icon. Be careful, as once a phrase has been retrieved from a save icon, it is no longer stored there! The Wipe button can be used to delete all saved phrases.

A picture containing text, screenshot, font, software

Description automatically generated

The Light button toggles the appearance of the screen to be mostly white with black text. Pressing this button again reverts the screen back to the default colors.

The Info button provides some recommended rules, but feel free to use the provided tools to spin your own twist on the game! Pressing the Info button again hides the recommended rules.

Part Four: Play

Intended as a 1-computer substitute for games like skribbl.io and Gartic phone, W.A.T generates a random phrase of controllable length that is intended to be interpreted by the players.

To generate a phrase, click anywhere on the screen that isn’t a button or cosmetic element (e.g.: the deck upon which the save icons sit). Click again to hide the phrase. Clicking while there is a phrase on screen will clear the phrase.

Suggested rulesets can be found by clicking the Info button, but here are some other tips and tricks.

* For 3-word phrases, one eighth of a standard sheet of paper is usually enough room to draw, thus 16 rounds can be completed on a single sheet of paper.
* One minute per word is good if the players want to add a bit of detail to their drawings, but if a more hectic gaming experience is sought, setting the time to 30 seconds per word is recommended.
* If a player doesn’t know what something is, consider skipping that phrase for a more enjoyable experience.