

Project "Wordle"

โมกซ์ มาอาจ 65-040626-2015-9

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Description

เป็นโปรแกรมสำหรับเล่นเกม โดยเราจะสุ่มคำมา 5 ตัวอักษรซ่อนไว้ จากนั้นให้ผู้เล่นกรอกคำศัพท์ที่มีความหมาย และมี 5 ตัวอักษร ให้ถูกภายใน 6 ครั้ง มาโดยโปรแกรมจะตรวจสอบว่า ในคำนั้นมีตัวอักษรที่ตรงกับคำที่ซ่อนไว้ไหม และตรงกับตำแหน่งนั้น ๆ เลยหรือเปล่า เป็น 3 สีได้แก่

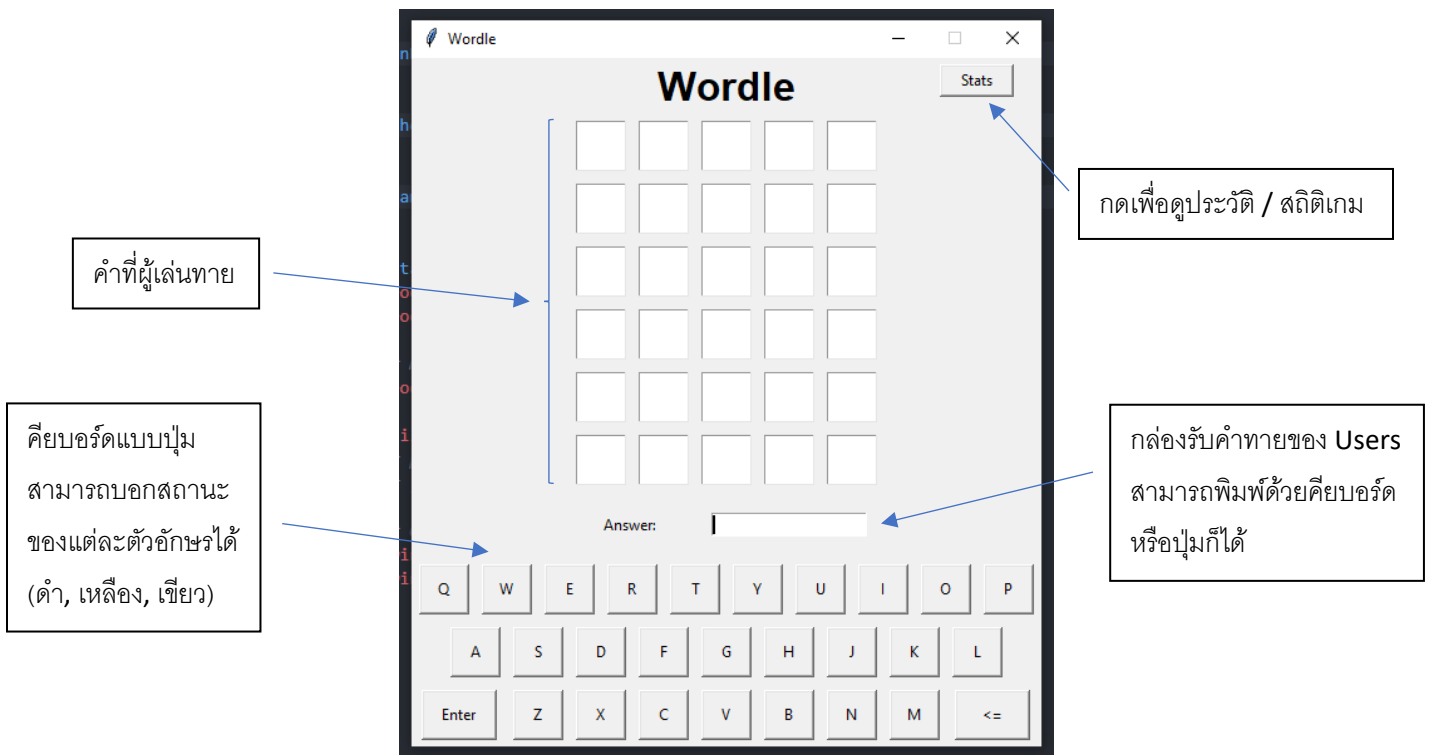


สีเขียว : อักษรที่ทายลงไปในนั้น ถูกทั้งตัวและตำแหน่ง

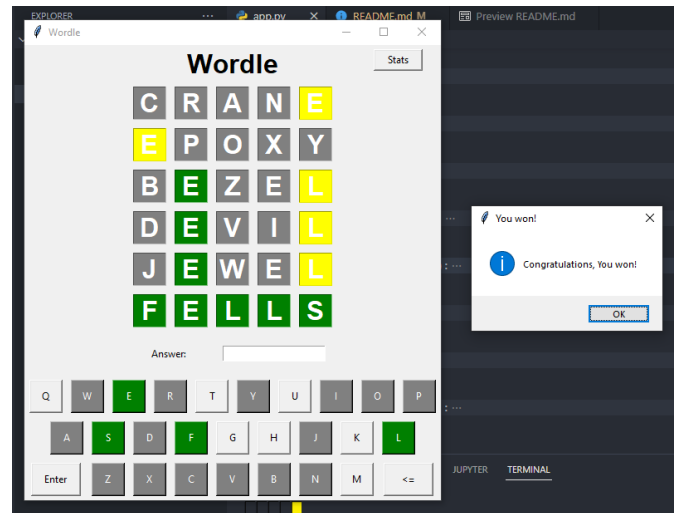
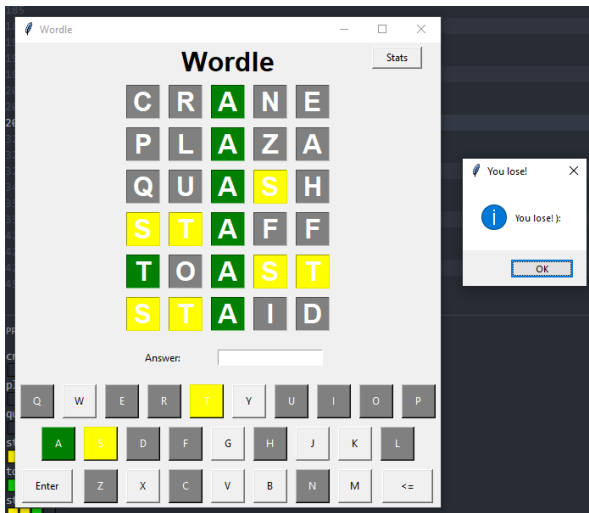
สีเหลือง : อักษรที่ทายลงไปในนั้น ถูกตัวแล้ว แต่ไม่ถูกตำแหน่ง

สีดำ : อักษรที่ทายลงไปในนั้น ไม่ถูกทั้งตัวอักษร และตำแหน่ง

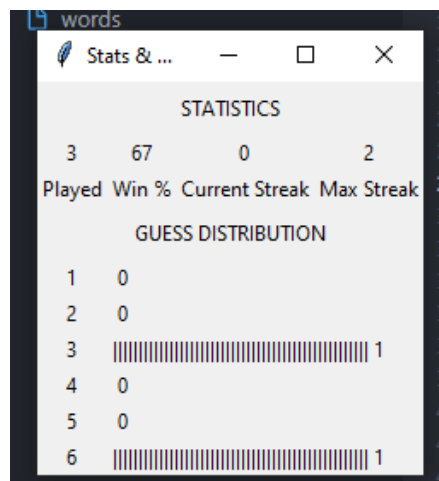
GUI (Graphics & Coding)



- หน้า GUI ระหว่างเล่น (ชนะ / แพ้)



- หน้า GUI ของ Stats & History



Inputs

Outputs

Flowchart (การทำงานรวม)

Flowchart (แสดงการทำงานของส่วนหลัก)

Containers

history.csv: เก็บข้อมูลประวัติการเล่น

- date: เวลาที่เกมนั้นจบลง (Epoch time)
- target_word: คำตอบของเกมนั้น
- guess_count: จำนวนที่ผู้เล่นตอบ (-1 ถ้าแพ้)
- guess_word1 - guess_word6: คำที่ผู้เล่นเดา

ข้อมูลตัวอย่าง:

1665291629.7163048, fells, 6, crane, epoxy, bezel, devil, jewel, fells
1665291684.4712517, jacks, 3, crane, wacky, jacks, , ,
1665291827.2184944, twats, -1, crane, plaza, quash, staff, toast, staid

- **entryList:** ไว้เก็บ Entry ที่เป็นตารางการเล่น (5 x 6) สำหรับแก้ไขสี

ข้อมูลตัวอย่าง: entryList = [

```
[<tkinter.Entry object .!frame29.!entry>, ...], # ขนาด 5  
[<tkinter.Entry object .!frame29.!entry>, ...], # ขนาด 5
```

...

] # ขนาด 6

- **buttonList:** ไว้เก็บ Button ที่เป็นคีย์บอร์ดสำหรับแก้ไขสี (เก็บตามตัวอักษร)

ข้อมูลตัวอย่าง: buttonList = {

```
'q': <tkinter.Button object .!frame.!button2>,  
'w': <tkinter.Button object .!frame2.!button2>,  
...
```

}

- **textVariableList:** เหมือนกับ entryList แต่เก็บ textVariable แทนไว้ใช้เปลี่ยนค่าที่แสดงอยู่
- **wordsList:** ไว้เก็บคำศัพท์ของ Wordle ทั้งหมด (เปิดมาจากไฟล์)
- **guessList:** ไว้เก็บคำที่ผู้เล่นเดา ในเกมนั้นๆ (รีเซ็ตทุกๆ เกม)

ข้อมูลตัวอย่าง: guessList = ['crane', 'plaza', 'quash', 'staff', 'toast', 'staid']

- **targetWordCount:** จำนวนของแต่ละตัวอักษรของคำตอบ (รีเซ็ตทุกๆ เกม)

ข้อมูลตัวอย่าง: ถ้าคำตอบ = 'fells', targetWordCount = {

```
'f': 1, 'e': 1, 'l': 2, 's': 1
```

}

- **currWordState:** ไว้เก็บข้อมูล (ว่าเป็นสีเหลือง หรือเขียว) ของคำที่ผู้เล่นเดา (รีเซ็ตทุกๆ ครั้ง ที่ผู้เล่นพิมพ์)

ข้อมูลตัวอย่าง: ถ้าคำตอบ = 'wonts', ผู้เล่นเดาว่า 'pains', จะได้ currWordState = {

```
0: {'char': 'p', 'color': 'gray'},
```

```
1: {'char': 'a', 'color': 'gray'},  
2: {'char': 'i', 'color': 'gray'},  
3: {'char': 'n', 'color': 'yellow'},  
4: {'char': 's', 'color': 'green'}  
}
```

Program (Python Coding)

```
from math import floor
from tkinter import *
from tkinter import messagebox

import random
import time
import csv

# Global Game Variable
entryList = []          # Store all Entry
buttonList = {}         # Store all Keyboard's Button
textVariableList = []   # Store all Entry's TextVariable
wordsList = []          # Wordle's words list
answerEntry = None      # Answer Entry box
answerVariable = None    # Answer Entry box's TextVariable
guessList = []          # Current Game's guess words
targetWord = ''         # Current Game's target word
currRow = 0             # Current Game's playing row

# Constants
HISTORY_HEADER = [
    'date',
    'target_word',
    'guess_count',
    'guess_word1',
    'guess_word2',
    'guess_word3',
    'guess_word4',
    'guess_word5',
    'guess_word6'
]

def getHistory():
    try:
        f = open('history.csv', 'r+', newline='')
    except:
        try:
            # File does not existed
            f = open('history.csv', 'w+', newline='')
        except:
            print('Error can\'t create history.csv File, getHistory()')
```

```

        return []

    csvReader = csv.reader(f)
    historyData = [row for row in csvReader]

    # File existed, but it's empty
    if len(historyData) == 0:
        csvWriter = csv.writer(f)
        csvWriter.writerow(HISTORY_HEADER)
    else:
        # Removed first row (header row)
        historyData = historyData[1:]

    f.close()
    return historyData

def updateHistory(data):
    if(len(data) != len(HISTORY_HEADER)):
        print('Invalid History data!, (updateHistory(data))')
        return False

    # Call for header checking ...
    getHistory()

    try:
        f = open('history.csv', 'a', newline='')
    except:
        print('Error can\'t open history.csv File')
        return False

    csvWriter = csv.writer(f)
    csvWriter.writerow(data)
    f.close()

    return True

def drawButton(text='', row=0, rowspan=1, column=0, colspan=1, width=100,
height=100, command=None, keyboard=False):
    frame = Frame(root, width=width, height=height)
    button = Button(frame, text=text, command=command)
    if(keyboard):
        button = Button(frame, text=text,
                        command=lambda: onKeyboardClick(text))

```

```

frame.grid_propagate(False)          # Disables resizing of frame
frame.columnconfigure(0, weight=1)    # Enables button to fill frame
frame.rowconfigure(0, weight=1)

frame.grid(row=row, column=column, rowspan=rowspan,
           columnspan=columnspan, padx=5, pady=5)
button.grid(sticky='wens')
return button

def drawSquareEntry(textvariable, row=0, rowspan=1, column=0, columnspan=1,
width=100, height=100):
    frame = Frame(root, width=width, height=height)
    entry = Entry(frame, textvariable=textvariable, justify='center',
                  foreground='white', font='Helvetica 24 bold')

    frame.grid_propagate(False)        # Disables resizing of frame
    frame.columnconfigure(0, weight=1)  # Enables button to fill frame
    frame.rowconfigure(0, weight=1)

    frame.grid(row=row, column=column, rowspan=rowspan,
               columnspan=columnspan, padx=5, pady=5)
    entry.grid(sticky='wens')
    return entry

def initKeyboardGUI():
    keyboardLayout = [
        'QWERTYUIOP',
        'ASDFGHJKL',
        'ZXCVBNM'
    ]

    offset = [0, 1, 3]
    startRow, startColumn = 19, 1

    # Draw Keyboard Key
    for inxRow, row in enumerate(keyboardLayout):
        placeRow = startRow + (2 * inxRow)
        for inxCol, text in enumerate(list(row)):
            placeColumn = startColumn + (2 * inxCol) + offset[inxRow]

            btn = drawButton(text, width=40, height=40,
                             row=placeRow, rowspan=2,
                             column=placeColumn, columnspan=2, keyboard=True
            )

```

```

        buttonList[text.lower()] = btn

# Enter Button
drawButton('Enter', row=23, rowspan=2, column=1,
           columnspan=3, width=40 / 2 * 3, height=40, command=checkWord)

# Return Button
drawButton('<=', row=23, rowspan=2, column=18,
           columnspan=3, width=40 / 2 * 3, height=40, command=onReturn)

def initDisplay():
    startRow, startColumn = 4, 6

# Display 6 x 5
for inxRow in range(6):
    placeRow = startRow + (2 * inxRow)
    textVariableRow = []
    entryRow = []
    for inxCol in range(5):
        placeColumn = startColumn + (2 * inxCol)

        str = StringVar()
        textVariableRow.append(str)

        entry = drawSquareEntry(str, width=40, height=40,
                                row=placeRow, rowspan=2,
                                column=placeColumn, columnspan=2
                                )
        entry['state'] = DISABLED
        entry['disabledbackground'] = 'white'
        entry['disabledforeground'] = 'white'
        entryRow.append(entry)
    textVariableList.append(textVariableRow)
    entryList.append(entryRow)

# Answer Box
Label(root, text='Answer: ').grid(
    row=17, column=6, columnspan=4, pady=15)

global answerVariable
answerVariable = StringVar()

entryAnswer = Entry(root, textvariable=answerVariable)
entryAnswer.grid(row=17, column=10, columnspan=6, pady=15)
entryAnswer.bind('<Return>', checkWord)

```



```

entryAnswer.focus()

global answerEntry
answerEntry = entryAnswer

def onReturn():
    currWord = answerVariable.get()
    currWord = currWord[:-1] # Remove last element

    answerVariable.set(currWord)
    answerEntry.icursor(len(currWord))

def onKeyboardClick(key):
    currWord = answerVariable.get()
    currWord += key.lower()

    answerVariable.set(currWord)
    answerEntry.icursor(len(currWord))

def checkWord(event=None):
    currWord = answerVariable.get().strip().lower()

    # Is word empty
    if(len(currWord) == 0):
        messagebox.showinfo('Please enter again', 'Word can\'t be emptied!')
        return

    # Is word wrong size
    if(len(currWord) != 5):
        messagebox.showinfo('Please enter again', 'Word size must be 5!')
        return

    # Is word a word
    if(currWord not in wordsList):
        messagebox.showinfo('Please enter again', 'Not in word list!')
        return

    print(currWord, targetWord)
    guessList.append(currWord)

    # Create dict of each letter count of Target Word
    targetWordCount = {}
    for c in targetWord:

```

```

    if(c in targetWordCount):
        targetWordCount[c] += 1
    else:
        targetWordCount[c] = 1

currWordState = {}
# Check for exact match
for idx, char in enumerate(currWord):
    if(char == targetWord[idx]):
        # Remove Exact Match from Target Word's letter count
        targetWordCount[char] -= 1

        # Exact Match, green color
        currWordState[idx] = {
            'char': char,
            'color': 'green'
        }
    else:
        # Not Exact Match, can be yellow, or gray
        currWordState[idx] = {
            'char': char,
            'color': 'gray'
        }

for idx, char in enumerate(currWord):
    # Is there is any char in Target Word
    if(char in targetWord):
        if(targetWordCount[char] != 0):
            # If not Exact Match but exist in word, yellow color
            if(currWordState[idx]['color'] != 'green'):
                currWordState[idx]['color'] = 'yellow'

            targetWordCount[char] -= 1
            # No more words left, gray color
            elif(targetWordCount[char] < 1):
                currWordState[idx]['color'] = 'gray'

global currRow
# Set Color, and Char
for idx in currWordState:
    if(currWordState[idx]['color'] == 'green'):
        print('■', end='')
    elif(currWordState[idx]['color'] == 'yellow'):
        print('□', end='')
    elif(currWordState[idx]['color'] == 'gray'):

```

```

        print('■', end='')

        textVariableList[currRow][idx].set(currWordState[idx]['char'].upper())
        # entryList[currRow][idx]['background'] = currWordState[idx]['color']
        entryList[currRow][idx]['disabledbackground'] =
currWordState[idx]['color']
        entryList[currRow][idx]['state'] = DISABLED

        buttonList[currWordState[idx]['char']]
            [['background'] = currWordState[idx]['color']
        buttonList[currWordState[idx]['char']] ['foreground'] = 'white'
    print('')

    answerVariable.set('')
    currRow += 1

# Answer is correct
if(currWord == targetWord):
    messagebox.showinfo('You won!', 'Congratulations, You won!')
    history = [
        time.time(), # date
        targetWord,  # target_word
        currRow,     # guess_count
    ]

    # guess_word1 - guess_word6
    for i in range(6):
        if(i >= len(guessList)):
            history.append('')
        else:
            history.append(guessList[i])
    print(history)

    updateHistory(history)
    gameCycle()
    return

# You lose ):
if(currRow == 6):
    messagebox.showinfo('You lose!', 'You lose! :)')
    history = [
        time.time(), # date
        targetWord,  # target_word
        -1,          # guess_count,
        guessList[0], # guess_word1

```

```

        guessList[1], # guess_word2
        guessList[2], # guess_word3
        guessList[3], # guess_word4
        guessList[4], # guess_word5
        guessList[5], # guess_word6
    ]

    updateHistory(history)
    gameCycle()
    return

def gameCycle():
    # Pick random words
    # random.seed('Can I get A dai mai, Ajarn') # Just for testing
    global targetWord
    targetWord = random.choice(wordsList)

    global guessList
    guessList = []

    # Reset Counter
    global currRow
    currRow = 0
    for idxRow, row in enumerate(textVariableList):
        for idxCol, textVar in enumerate(row):
            textVar.set('')

            entryList[idxRow][idxCol]['disabledbackground'] = 'white'

    for btn in buttonList:
        # Default Button Color
        buttonList[btn]['background'] = 'SystemButtonFace'
        buttonList[btn]['foreground'] = 'black'

def StatsWindow():
    root2 = Tk()
    root2.title('Stats & History | Wordle')

    historyData = getHistory()
    # print(len(historyData)) # For testing
    # [print(row) for row in historyData] # For testing

    # One loop calculate all
    winCount = 0

```

```

winGuessCount = {
    '1': 0,
    '2': 0,
    '3': 0,
    '4': 0,
    '5': 0,
    '6': 0
}
highestStreak = 0
currStreak = 0
for game in historyData:
    guessCount = int(game[2])

    # Winning
    if(guessCount != -1):
        winGuessCount[str(guessCount)] += 1
        winCount += 1

        currStreak += 1
    else: # Losing
        if(currStreak > highestStreak):
            highestStreak = currStreak

        currStreak = 0

# Draw 'STATISTICS' Label
Label(root2, text='STATISTICS').grid(row=0, column=0, columnspan=4, pady=5)

# Draw Play count
playCount = len(historyData)
Label(root2, text=playCount).grid(row=1, column=0)
Label(root2, text='Played').grid(row=2, column=0)

# Draw Win rate
winRate = winCount / playCount
Label(root2, text=str(round(winRate * 100))).grid(row=1, column=1)
Label(root2, text='Win %').grid(row=2, column=1)

# Draw Current Streak
Label(root2, text=str(currStreak)).grid(row=1, column=2)
Label(root2, text='Current Streak').grid(row=2, column=2)

# Draw Max Streak
Label(root2, text=str(highestStreak)).grid(row=1, column=3)
Label(root2, text='Max Streak').grid(row=2, column=3)

```

```

# Draw 'GUESS DISTRIBUTION' Label
Label(root2, text='GUESS DISTRIBUTION').grid(
    row=3, column=0, columnspan=4, pady=5)
maxLength = max([winGuessCount[key] for key in winGuessCount])
charType, charMaxSize = '|', 50
for i in winGuessCount:
    graphBar = charType * floor(charMaxSize * winGuessCount[i] / maxLength)
    idx = int(i) - 1

    Label(root2, text=i).grid(row=4+idx, column=0)
    Label(root2, text=f'{graphBar} {winGuessCount[i]}').grid(
        row=4+idx, column=1, columnspan=3, sticky='W')

f.close()
root2.mainloop()

if __name__ == '__main__':
    root = Tk()
    root.title('Wordle')

    root.rowconfigure(tuple(range(22)), weight=1, minsize=1)
    root.columnconfigure(tuple(range(22)), weight=1, minsize=1)

    # Draw Title
    Label(root, text='Wordle', font='Helvetica 24 bold').grid(
        row=1, column=8, rowspan=2, columnspan=6)

    # Stats Button
    Button(root, text='Stats', width=7, command=StatsWindow).grid(
        row=1, column=17, columnspan=4)

    # Draw Components
    initKeyboardGUI()
    initDisplay()

    # Load Words List
    try:
        f = open('words', 'r')
        wordsList = f.read().split('\n')
        f.close()
    except:
        print('Can\'t Find Words list File, exiting...')
        exit()

```

```
print(f'Loaded {len(wordsList)} words')
```

```
# Main Game Cycle
```

```
gameCycle()
```

```
root.mainloop()
```