

LingoLegends



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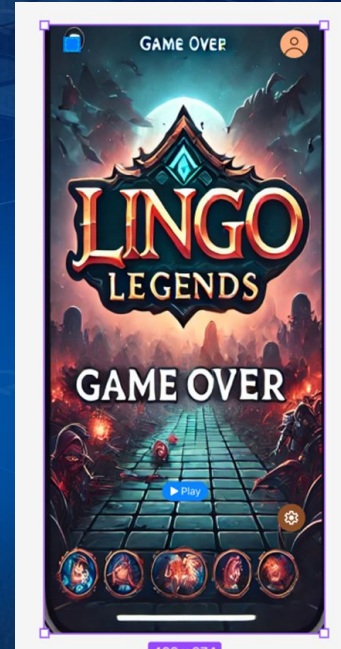
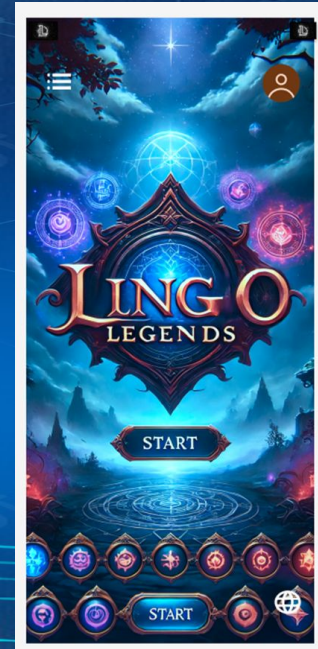
What is LingoLegends?

- An application similar to wordle, where every user has the opportunity to showcase their vocabulary skills, high-level, and low-level
- Words are given out based on categories, taken out of the english dictionary
- Uses python APIs, PywebIO, and WonderWords for the blocks of the program
- Users are given the category in a box above the keyboard and have 6 attempts guessing a single word at a time through singular letters or several letters
- Each letter or word guessed is considered an attempt
- User has to clear a different set number of words in order to move on in difficulty
- Each user is placed into guest mode automatically until an account is created



User Interfaces

- Current Start and End screen, subject to change
- Upper-right icon is for user account
- Upper-left icon is a menu where a user can access Leaderboards, settings, or language
- Bottom-right icon is for general settings like Accessibility features or game brightness



Project Timeline(Burn-up Chart)

Sprint	Project Total Points	Cumulative points	Estimated Trajectory
0	840	0	70
1	840	100	140
2	840	150	210
3	840	300	280
4	840	310	350
5	840	370	420
6	840	420	490
7	840	470	560
8	840	520	630
9	840	570	700
10	840	620	770
11	840	700	840
12	840	840	840



Functionality

-Functionality

-Error Handling

```
+ import random
+ from colorama import Style, Fore;
+ #Will change to API when chosen
+ words = ["tiger", "bacon", "agile", "group", "lingo"]
+ Level_word = random.choice(words)
+
+ print(f"Lingo legends {Fore.GREEN}framework{Style.RESET_ALL}")
+ print("You will be given 5 attempts to guess the word (5 Letters)")
+
+ User_attempts = 0
+
+ while User_attempts < 5:
+     Current_attempt = input("Guess " + str((User_attempts + 1)) + " >>").lower()
+     #make sure sure gives the right amount of letters
+     if len(Current_attempt) != 5:
+         print("You guessed a word without 5 letters")
+         User_attempts = User_attempts + 1
```

```
try:
    for x in range(5):
        if Current_attempt[x] == Level_word[x]:
            Progress += Fore.GREEN + Current_attempt[x] + Style.RESET_ALL
        elif Current_attempt[x] in Level_word:
            Progress += Fore.YELLOW + Current_attempt[x] + Style.RESET_ALL
        else:
            Progress += "_"
    print("Your progress: " + Progress.strip())
#If an IndexError occurs, we will let the user retry the attempt
except IndexError:
    print("Please enter a word that is 5 letters long")
    User_attempts = User_attempts - 1
User_attempts = User_attempts + 1
```

```
while User_attempts < 5:
    Current_attempt = input("Guess " + str((User_attempts + 1)) + " >>").lower()
    #make sure sure gives the right amount of letters
    if len(Current_attempt) != 5:
        print("You guessed a word without 5 letters")
        User_attempts = User_attempts + 1

    Progress = ""
    for x in range(5):
        if Current_attempt[x] == Level_word[x]:
            Progress += Fore.GREEN + Current_attempt[x] + Style.RESET_ALL
        elif Current_attempt[x] in Level_word:
            Progress += Fore.YELLOW + Current_attempt[x] + Style.RESET_ALL
        else:
            Progress += "_"
```


Lingo Legends Framework

You will be given 5 attempts to guess the word (5 Letters)

Guess 1 >>

Submit

Reset

Current Dependencies

- WonderWords:
 - Used to generate game words.
 - Includes arguments that allow increased difficulty.
- PyWebIO
 - Host's web app
 - Input and output structure between python and web app.
 - Provides opportunity to input HTML, CSS, and JS without separate files.
- Colorama
 - Colors terminal output
 - Will be removed once UI is finished

Project Goals/functionality & Additional Add-On Features(Time Applicable)

- Different Modes such as: Timed, mystery, and Head-to-head.
- Implement End Screen and Start screen by end of spring break
- Have functionality of code done by 2 weeks after spring break
- Finalize game by end of first week in April

Run test trials of the game by end of march.

```
while User_attempts < 5:
    Current_attempt = input("Guess " + str((User_attempts + 1)) + " >>").lower()
    #make sure sure gives the right amount of letters
    if len(Current_attempt) != 5:
        print("You guessed a word without 5 letters")
        User_attempts = User_attempts + 1

    Progress = ""
    for x in range(5):
        if Current_attempt[x] == Level_word[x]:
            Progress += Fore.GREEN + Current_attempt[x] + Style.RESET_ALL
        elif Current_attempt[x] in Level_word:
            Progress += Fore.YELLOW + Current_attempt[x] + Style.RESET_ALL
        else:
            Progress += " _ "

    print("Your progress: " + Progress.strip())

    if Current_attempt == Level_word:
        print("Yes! the word was: " + Fore.GREEN + Level_word + Style.RESET_ALL)
        winner = True
        break

if(winner != True):
    print("You have used all of your attempts! The correct word was: " + Fore.GREEN + Level_word + Style.RESET_ALL)
```