

Python – Programming Assignment 4

Professor:

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Directions: You will build a word guessing game!

Specifications:

- Your code should have a dictionary of secret words defined. Use the secret word as the key and then provide hints for the word so that when you call `my_words['word']` it returns a list of clues.
- Give a prompt that asks the user if they want to play the game and explain the rules.
- If they say yes then
 - Have your code randomly choose a word from the secret word dictionary keys.
 - Get the list of clues matching the secret word.
 - Using a while loop allow the user to guess words:
 - * First print out one of the clues.
 - * Ask the user to make a guess or quit.
 - * Check if they got it right or wrong
 - * If they got it right congratulate them and end the game.
 - * If they got it wrong, let them keep guessing.
 - Keep track of the number of guesses and give a limit (you choose).
 - Keep track of the words that they already guessed.
 - Let the player quit if they want to.
- Print a message with the result of the game
- Your code should be a .py file
- Your code should run without errors
- Your code should use good python style - cleaned up, commented, etc.
- Your code should be submitted on time.

How can I know if my code is working? Try out the game with a dictionary of only one possible secret word. Then see what your code does if you guess the word, type quite, or run out of tries.