

HangMan Wordle

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1 //word list is from: https://byjus.com/english/5-letter-words/
2 //get all 4 rows to get all potential words
3 var row1 = getColumn("5 letter words", "Row 1");
4 var row2 = getColumn("5 letter words", "Row 2");
5 var row3 = getColumn("5 letter words", "Row 3");
6 var row4 = getColumn("5 letter words", "Row 4");
7 //get the entire length of the rows
8 var index = randomNumber(0,row1.length-1);
9 //get a word based on row and index (index is a random number in the row)
10 var words = [(row1[index]), (row2[index]), (row3[index]), (row4[index])];
11 //get a random word from 0 the whole list
12 var randomWord = words[(randomNumber(0, words.length - 1))];
13 //lives start at 6
14 var lives = 6;
15 //set to lowercase to start
16 var answer = randomWord.toLowerCase();
17 //hide face elements to start
18 hideElement("nuetral");
19 hideElement("straightArm");
20 hideElement("sad");
21 hideElement("xeye1");
22 hideElement("xeye2");
23 hideElement("thumbsUp");
24 //set screen to screen 2 if multi player is selected
25 onEvent("playMulti", "click", function( ) {
26     setScreen("screen2");
27     //the word inputted by the user replaces the answer variable and is the new answer
28     var wordInput = getText("wordInput");
29     answer = wordInput;
30 });
31 //set screen to screen 2 if solo is selected
32 onEvent("playSolo", "click", function( ) {
33     setScreen("screen2");
34 });
35 //start at first row (0)
36 var row = 0;
37 onEvent("go1", "click", function( ) {
38     //each letter is added to the list
39     var lettersList = [];
40     //a.i. (chatGPT) was used to assist in debugging of this loop, specifically for the later half of the letterId variable
41     for (var k = 0; k < 5; k++) {
42         //row*5 because there are 5 letters
43         //+k adds the current value of k which moves the current letter to the next letter
44         var letterId = "letter" + (row * 5 + k);
45         appendItem(lettersList, letterId);
46     }
47     //indexes through each box in the list and goes through a conditional to set the correct color
48     for (var i = 0; i < 5; i++) {
49         var guess = getText(lettersList[i]);
50         if (guess==answer[i]) {
51             setProperty(lettersList[i], "background-color", "green");
52         } else if ((answer.includes(guess))) {
53             setProperty(lettersList[i], "background-color", "yellow");
54         } else {
55             setProperty(lettersList[i], "background-color", rgb(128,128,128));
56         }
57     }
58     //lose a life after pressing submit
59     lives = lives-1;
60     //for testing reference
61     console.log(lives);
62     //as lives go down, different face elements are shown and hidden to display the face
63     if (lives>4) {
64         showElement("happy");
65     } else if ((lives>2)) {
66         hideElement("happy");
67         showElement("nuetral");
68     } else if ((lives>0)) {
69         hideElement("nuetral");
70         showElement("sad");
71     }
72     //get the players guess
73     var playerGuess = "";
74     for (var m = 0; m < 5; m++) {
75         var letter = getText(lettersList[m]).toLowerCase();
76         playerGuess = playerGuess + letter;
77     }
78     //if the guess is equal to the answer, user wins
79     if (playerGuess == answer) {
80         //hide unnecessary elements
81         hideElement("nuetral");
82         hideElement("sad");
83     }

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84     hideElement("rightArm");
85     //show necessary elements
86     showElement("thumbsUp");
87     showElement("straightArm");
88     showElement("happy");
89     //wait 2 seconds then change screen to winner screen
90     setTimeout(function() {
91         setScreen("screen6");
92     }, 2000);
93     //if users lives are at zero AND they do not have the correct answer on their last guess, user loses
94 } else if (lives <= 0) {
95     showElement("xeye1");
96     showElement("xeye2");
97     //as lives go to 0, wait 2 seconds and switch to "lose" screen
98     setTimeout(function() {
99         setScreen("screen3");
100        setText("finalAnswer", answer);
101    }, 2000);
102 }
103 //go to a new row (next line after the guess)
104 row = row + 1;
105 });
106 //each vertical row is a remaining hint
107 var remainingHints = [0, 1, 2, 3, 4];
108 //used to give a hint to the user
109 //a.i. (chatGPT) was used to understand and aid in debugging this hint logic
110 //specifically, hintIndex and letterIndex to make nonrepeating rows
111 onEvent("hint", "click", function() {
112     //only if there are remaining hints left, provide a hint (to prevent errors after all boxes are filled)
113     if (remainingHints.length > 0) {
114         //get a random row to give a hint in
115         var hintIndex = randomNumber(0, remainingHints.length-1);
116         //get the hint letter number
117         var letterIndex = remainingHints[hintIndex];
118         //provide the hint for the specified hint number for every 5th box
119         for (var i = letterIndex; i < 30; i = i + 5) {
120             setText("letter" + [i], answer[letterIndex]);
121         }
122         //remove the previous hinted letter for future guesses
123         removeItem(remainingHints, hintIndex);
124     }
125 });
126 //reset values when play again is clicked
127 onEvent("playAgain", "click", function() {
128     reset("screen1");
129 });
130 onEvent("playAgain2", "click", function() {
131     reset("screen1");
132 });
133 //reset all values to get ready for another round
134 function reset(startScreen) {
135     //go back to the first row
136     row = 0;
137     //mostly the same as beginning code, partially copied and pasted from beginning
138     //reset all boxes back to white
139     for (var i = 0; i < 30; i++) {
140         setText("letter" + i, "");
141         setProperty("letter" + i, "background-color", "white");
142     }
143     //get the entire length of the rows
144     var index = randomNumber(0, row1.length-1);
145     //4 random words from the list
146     var words = [(row1[index]), (row2[index]), (row3[index]), (row4[index])];
147     //get a new random word from the 4 word list
148     var randomWord = words[(randomNumber(0, words.length - 1))];
149     //lives reset back to 6
150     lives = 6;
151     //set to lowercase to start
152     answer = randomWord.toLowerCase();
153     //reset hint count back to a total of 5
154     remainingHints = [0, 1, 2, 3, 4];
155     //hide elements to start
156     hideElement("nuetral");
157     hideElement("straightArm");
158     hideElement("sad");
159     hideElement("xeye1");
160     hideElement("xeye2");
161     hideElement("thumbsUp");
162     showElement("happy");
163     showElement("rightArm");
164     //go back to start screen
165     setScreen(startScreen);
166 }

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