

Worksheet 30

Design your own word game.

Required Elements:

- Select a secret word from a list of words contained in a text file, e.g. words.txt
- Pick a random word from the text file to act as a secretWord
- Ask the user repetitively to guess for letters that might be contained in the secretWord
- State whether or not the user has successfully guessed the secretWord after some guessLimit number of guesses