

Heterogram Game

Heterograms are words that do not have any repeated letters.

Examples of heterograms: <ul style="list-style-type: none">• absolved• flow• skeptic	Examples of words that are <u>not</u> heterograms: <ul style="list-style-type: none">• porous because "o" is used twice• Mitten because "t" is used twice• Onomatopoeia because "o" is used four times and "a" is used twice
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GAME PLAY

Create a 2 player game where players take turns coming up with a heterogram. The catch is that once a letter is used in a word, it cannot be used again in that round. In addition, once a word is used, it cannot be used again in the game. The game is composed of multiple rounds. Each round starts with all 26 letters of the alphabet.

NOTE: All played words must be in the list of acceptable heterogram words provided in the text file.

Sample game example

- Player1 starts the round with the word "bacon". (Those 5 letters are no longer available this round.)
- Player2 plays the word "tugs". (Now there are 9 letters no longer available.)
- Player1 plays "fed". (12 letters not available)
- The round ends in any of the following ways:
 - A player reuses a letter that has already been played.
 - A player reuses a word that has already been played.
 - A player cannot come up with a word. (This can be done on time, wrong guesses, "I Quit" button, etc.) You can decide the best way to do this.
- The winning player gets a point for the round.
- Round2 starts with all 26 letters again.
- Each player alternates starting the round. So round 2, Player2 would start.
- Game is over when a player wins a certain number of rounds.

GAME OPTIONS FOR YOU TO CONSIDER

- How many points does it take for a player to win?
- Is there a time limit on coming up with a word?
- Is there a limit on how many guesses a player can make?
- Display used or unused letters?

BONUS

Make the interface GUI