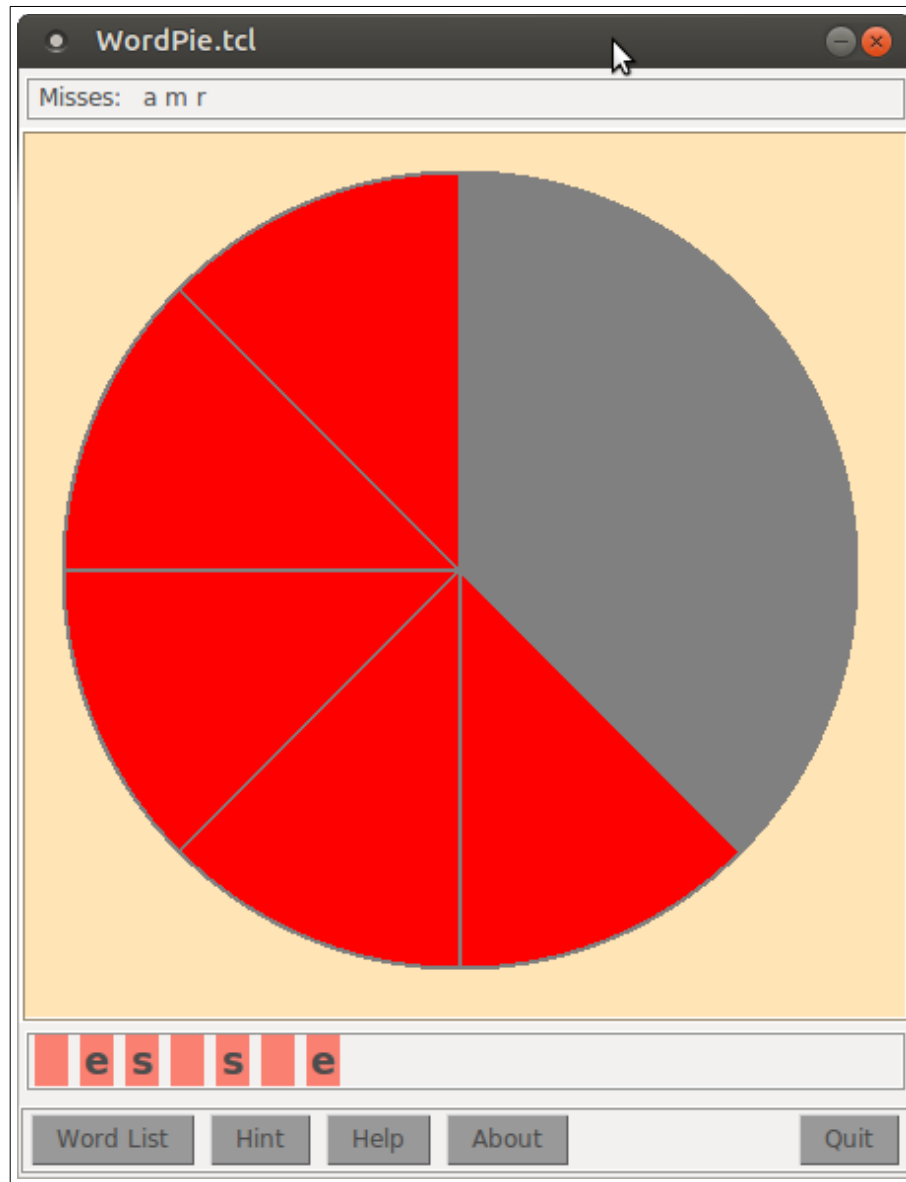


Word Pie

In this game the user tries to guess a word, one letter at a time. If the guess is correct, the letter is filled in in all of the slots in which it occurs. If it is incorrect, the letter is added to the list of misses at the top and a wedge of pie is removed. It is similar to Hangman but less morbid.



In the illustration, the user has guessed five letters: a e m r s. Two of the guesses were correct; the other three were not, so three wedges have been removed from the pie.

Wordlists are bilingual, consisting of a word and its translation in another language. Requesting a hint shows the translation of the word in the other language. For example, if the user requested a hint in the situation shown above, he or she would be shown “deer”.

A default list of words is built-in, but the word-list can also be read from a file, allowing the program to be used for various dialects and languages and for word lists focussed on particular topics or lessons. A wordlist consists of one line per word, with each line consisting of the word to be guessed followed by its translation, the two separated by a tab. For example:

duni TAB moose

nanguz TAB fox

too TAB water

kwun TAB fire

sus TAB "black bear"

If the gloss contains whitespace, it should be enclosed in plain double quotes as in the last line above.

If a file named "WordPieList.txt " is located in the current folder, it will be read and used in place of the built-in list.