

**TDD: Top Down Design 2***(find and work with a partner)*

The output below shows two runs of a game where a random 9-letter word is chosen from a dictionary file. The user is supposed to guess the word. The catch is that the word is written in a 3x3 grid, with the first letter starting anywhere, and then the word wraps around either down or to the right.

```
$ python3 nine_letters.py
```

```
-----  
|o|r|t|  
|w|p|f|  
|e|o|l|  
-----
```

```
Enter the 9 letter word: flowerpot  
Correct!
```

```
$ python3 nine_letters.py
```

```
-----  
|g|i|n|  
|i|s|t|  
|o|r|i|  
-----
```

```
Enter the 9 letter word: storigini  
Enter the 9 letter word: riginisto  
Enter the 9 letter word: nistorigi  
Too many guesses, the word was: originist
```

1. With a partner, brainstorm what main should do and what helper functions you might need.
2. For each function, list the parameters, and specify its return type (if any).
3. If you finish, begin writing main and your function stubs in `nine_letters.py`