



Project Information and Documentation to play the game

- **About the Project**

Jardle is a word-guessing game which is majorly inspired by the concept of © New York Time's Wordle (<https://www.nytimes.com/games/wordle/index.html>). The major features of Jardle that makes Jardle better than Wordle are:

- Rich database of 10,000 variable length English Words available offline so that the player can play the game anywhere, anytime!
- Variable word sizes making the game more interesting and challenging.
- Immediate change of word which is chosen randomly after the guessing of the current word or exhausting all the attempts so that the player never gets bored while playing the game.
- Offline database of more than 400,000+ English words available offline to check whether the word entered by the player is a correct English word or not, without having to connect to some online database to do the same, hence making the game completely offline and faster.
- Multiple Levels to vary word length to match various levels of guessing skills of various kinds of players so that the game is interesting for all kinds of players.
- Audio Indicators which clearly indicate the state of each letter present in the entered word, letter by letter, hence making it easy to play for people with impaired eyesight also.

- **Credits for the Jardle Project**

Jardle is a **proprietary game** i.e., under full ownership of Mr. Abhay Tripathi who is the **sole creator of this project** (Concept inspired by © New York Time's Wordle).

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- **System Requirements to play the game**

- Operating System: Windows/Linux/Mac (Works on all versions).
- RAM: 512 MB or above.
- Processor: Any processor will work fine.
- Graphics Card is not required.
- Java Runtime Environment (JRE) is required to play the game.
(To know how to install JRE, kindly visit <https://docs.oracle.com/goldengate/1212/gg-winx/GDRAD/java.htm>)



- How to play the game
 - Each guess must be a valid English word.
 - The color of the tiles will change to show how close your guess was to the word.

Examples

W **E** **A** **R** **Y**

W is in the word and in the correct spot.

P **I** **L** **L** **S**

I is in the word but in the wrong spot.

V **A** **G** **U** **E**

U is not in the word in any spot.

- The concept of Levels in Jardle

Level defines the difficulty of the game by setting a range between 2 numbers which will decide the length of the randomly chosen word to be guessed by the user. The game becomes more difficult as the upper limit of the level range increases as the level increases because it becomes more difficult to guess the correct word. Current Levels of the game with their upper and lower limits of their respective ranges are as follows:

- Level 1 (Word will contain 5 to 7 letters).
- Level 2 (Word will contain 8 to 10 letters).

- Help/Support

For any help or support, contact me (the owner cum creator of the game) using the following ways:

- E-Mail: abhay-tripathi@live.com.
- Phone/WhatsApp: +91 8800958568.
- Telegram: @AbhayT.

To know more about me, kindly visit <https://abhaytr.github.io>.