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Description

- Guessing game where the user has six chances to guess a five letter word
- The user will type in a word, and the application will respond by telling the user which letters they guessed correctly, and if they are in the correct location
- Both the interactive, on-screen keyboard and the game board will update after each guess

- The user's goal is to guess the word in the fewest possible number of guesses
- The five letter word is selected randomly from a database with thousands of possible choices; if a player guesses a word correctly, they will not be able to guess that word again
- The user will be able to do the following:
 - Register an account
 - Log in and out of their account
 - View their all time statistics and a scoreboard comparing all users' stats
 - View the instructions for the game
 - Play the game

Tools

VCS Repository - GitHub Project tracker - Github Projects Board Rating: 5/5

Rating: 4/5 IDE - VSCode & WebStorm

Database - PostgreSQL

Rating: 4/5

UI Tools - HTML, CSS, Bootstrap - 4/5

EJS - 2/5

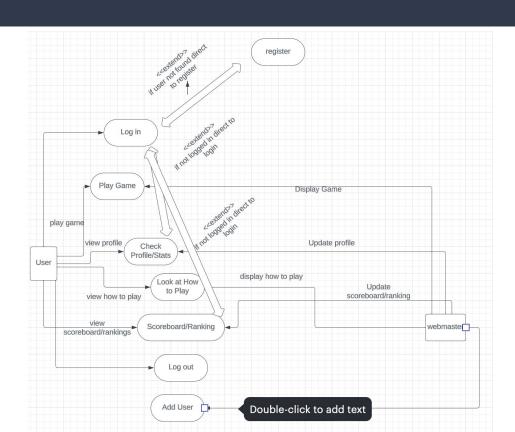
Application Server - Node with Express Rating: 4/5

Rating: 5/5

Deployment Environment - Docker on Azure

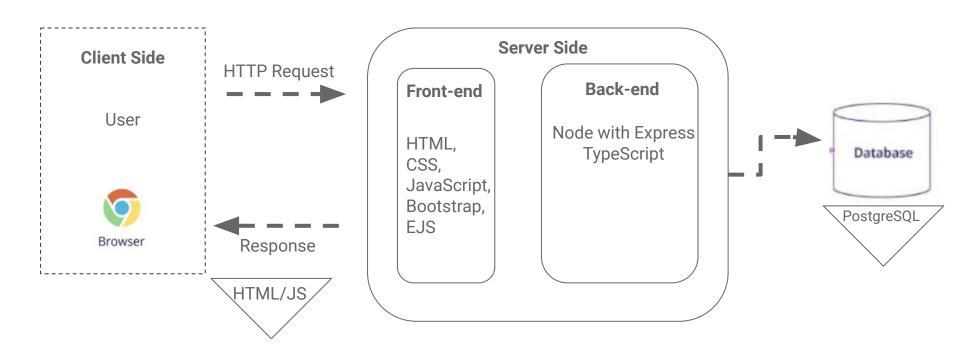
Rating: 3.5/5

Use Case Diagram & ERD

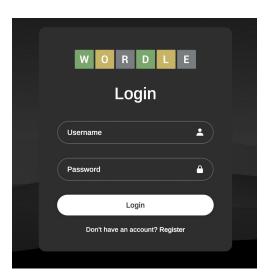


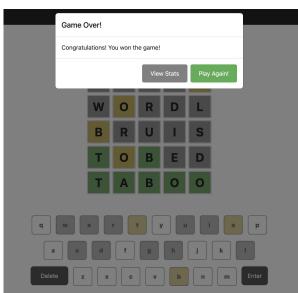


Architecture Diagram



Views





How To Play:

Goal: Guess the word in as few guesses as possible!

Instructions:

- Enter a five letter word
- Watch the colors of the tiles change after your guess
- If you cannot guess the word in six tries, you lose the game
- Compare your stats with other players at the end of each game
- Check your all time score and statistics by pressing the stats button at the top

Understanding the colors:

- If a letter is GREEN: the letter is in the word and in the correct position
- If a letter is YELLOW: the letter is in the word but it is in the wrong
 position.
- . If a letter is GRAY: the letter is not in the word

Global Scoreboard

Position	Username	Total Points	Games Played	Average Points per Game
2	Ryan	1	1	1.00
1	Aidan	2	2	1.00
2	Ryan	1	1	1.00
3	bruh	0	1	0.00
4	Tai	0	6	0.00

Partials



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Challenges

- Scope creep In the beginning we expanded way beyond what was actually required from our game and causes some confusion around priority and deadlines
- Time management We all have different schedules with different priorities which caused some unwanted pressures and deadline conflicts
- Technical issues Running into errors and allocating more time than we wanted into fixing them

Project Demo

Q&A