

[Lab 10 Link](#)
[Project Guide](#)
[Slack Workspace](#)

Team #: 012-5

Team Name: Team 5

Team Members:

Aidan Youell
Ella Arnold
Nathan So
Matayay (Tai) Karuna
Fernando Picoral

Application Name: Wordle

Application Description:

Our application is a guessing game where the user has six chances to guess a five letter word. The user will type on a word, and the application will respond by telling the user which letters they guessed correctly, and if they are in the correct location. 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. After a word is selected from the database, it will be removed so that a player cannot guess the same word twice. The player will be able to register their account, log in and out of their account, view their statistics, view the instructions for the game, and see a scoreboard.

Vision Statement:

To revolutionize word-guessing games by providing a captivating and accessible experience that fosters creativity, linguistic skill, and joyful community interaction for players of all ages and backgrounds.

OR

Bringing fun and creativity to word-guessing games, Wordle aims to be a lively, inclusive community for players of all ages and backgrounds.

Version Control (Github repository link):
<https://github.com/CU-CSCI3308-Fall2023/Wordle>

Communication plan:

We will communicate in our Slack channels and through iMessage when needed.

iMessage group chat

[Slack Workspace](#)

Meeting plan:

Team meetings:

Next week: meeting on Thursday, Nov 9th after lab (2:35 pm)

Following weeks: meeting on Tuesdays, Nov 14th, 21st, 28th at 1:00pm in CSEL

Weekly meeting with TA:

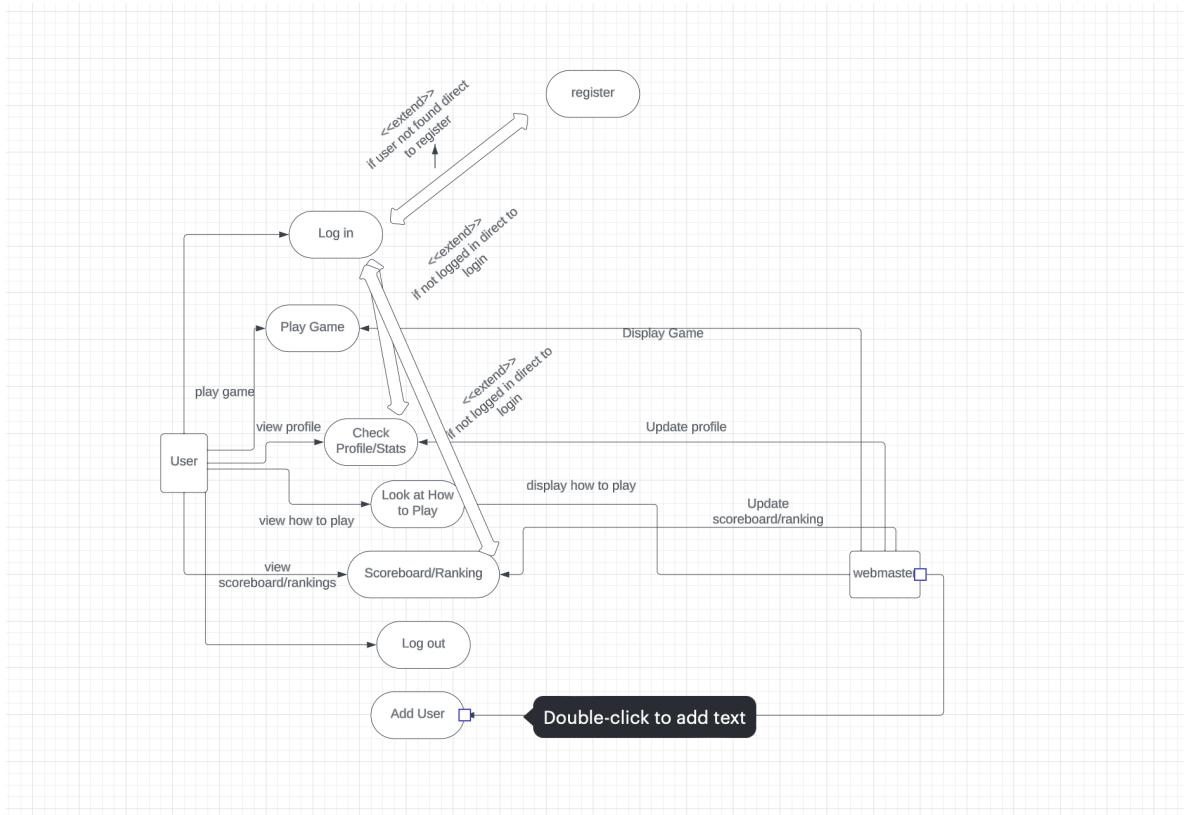
Fri Nov 10th, 4:30 CSEL

Wed Nov 15th, 4:45 CSEL

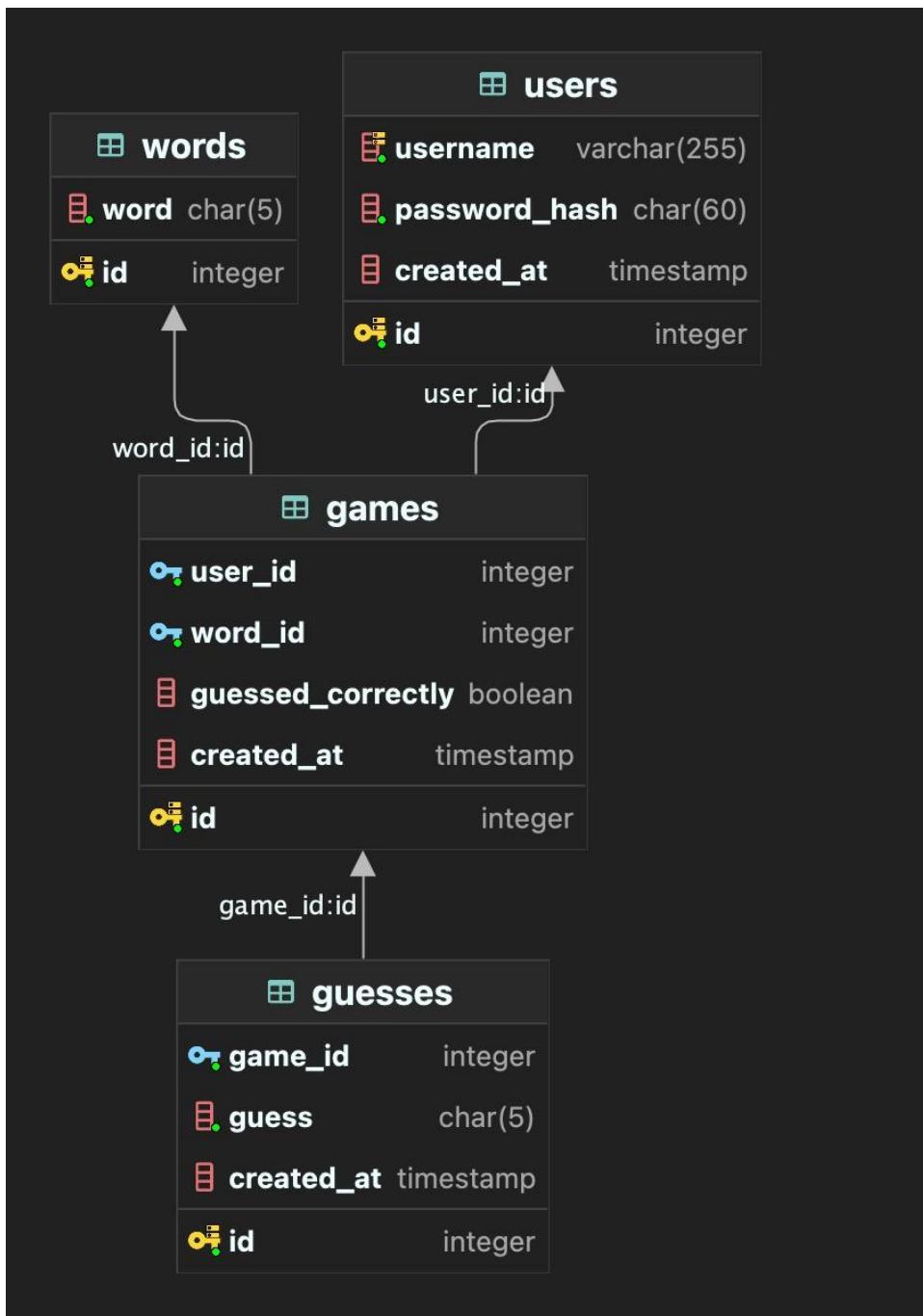
Wed Nov 29th, 4:45 CSEL

Wed Dec 6th, 4:45 CSEL

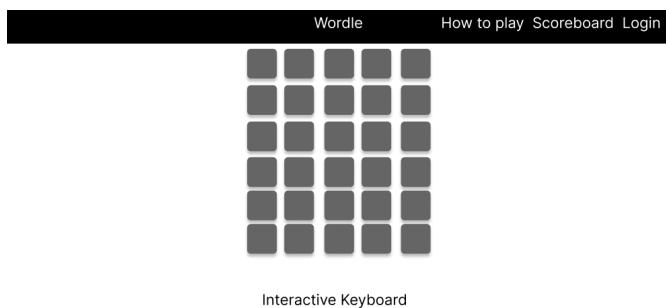
Use Case Diagram:



Entity-Relationship Diagram:



Wireframe:



Other useful information from Group Meeting:

