

Context and Background

- **Auto-Complete Text field**

- A text field that suggests options from a container according to what the user is typing in an alphabetical order
- Platform
 - Web
- Main Technologies
 - React

Goals and Non-Goals

- **Goals**

- Text field should show all available options when typing, in alphabetical order
- Text field should say no options are available if user types something that can't be auto-completed as an option available
- Text field should have an image of the game next to the auto-complete option for it

- **Non-Goals**

- The auto-complete option should be grouped by a singular category (genre, release year, developer)

Design Section

- **High Level Summary of Proposed Solution**

- Our Design will be using one technology to accomplish this project called React . Images will be loaded in by third-party url sites as images have a lot of storage. Game reset will be either calculated from time API or In-Game timer will reset the game. We will be using an array to store video games name or a JSON file to store video game titles.

- **Wordle Game**

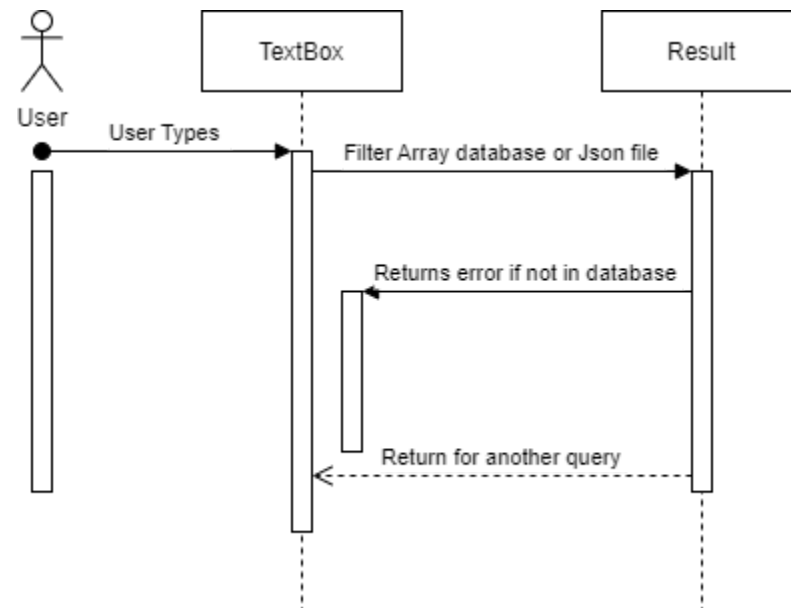
- When a player first loads in the website they will be introduced with the Wordle game the player would have X amount of chances to guess what the game is reset after 24 hour time period with a new game to guess.

- **Catalog**

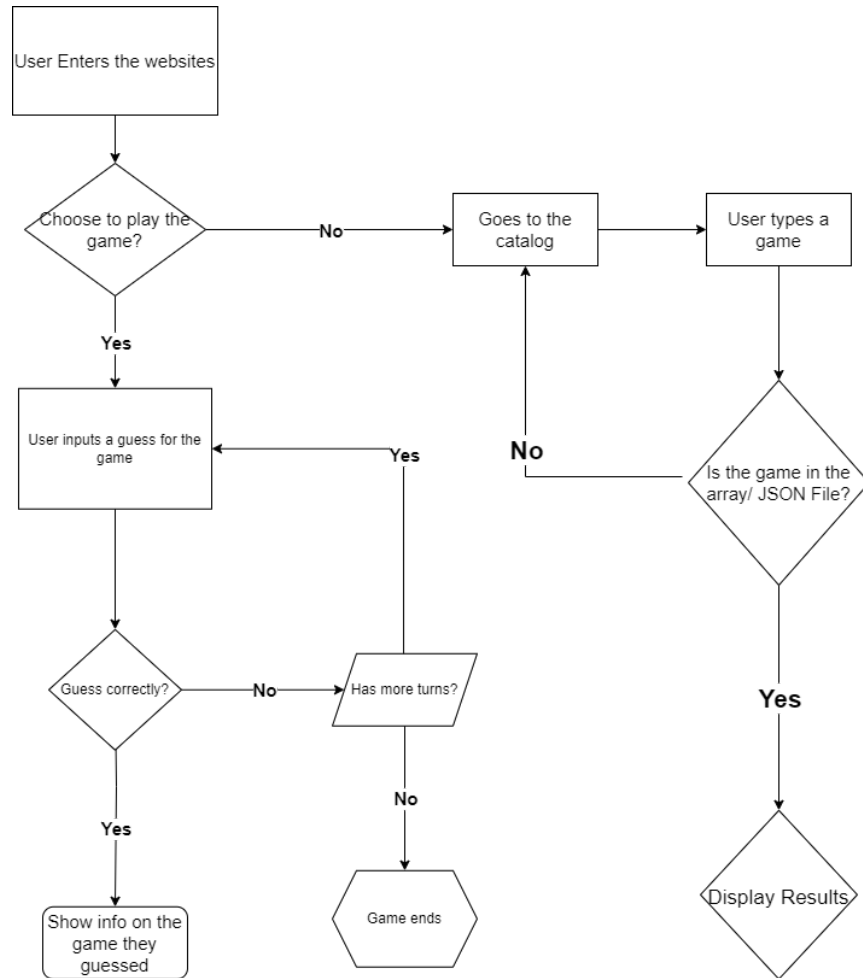
- Users will be able to go to the catalog to access previous days games.

- **Detailed Description of Solution**

System or Architecture Diagram of Text Box



Userflow diagram for wordle & Catalog



● Pros and Cons of selected approach

- Pros
 - A lot of Documentation on React
 - Easy access to data
 - No need to update the game everyday randomizer and an in-game timer does that by itself.
- Cons
 - Have to write every video game manually
 - Not all game will be present

Alternative Approaches

● Proposed Alternative approach

Using a API database to get game information

- Using an API that would Fetch video game data to the user instead of 1 JSON file or array

- **Pros and Cons of alternative approach**

Pro

- Huge amount of data can be accessed most games will be present

Con

- Limited calls per day
- Cost money for the limit to be raised
- If API is unavailable the website is deemed useless

- **Reasoning for not selecting alternative approach**

- Cost money
- Limited calls = limited testing

Appendix

Architectural Diagram

