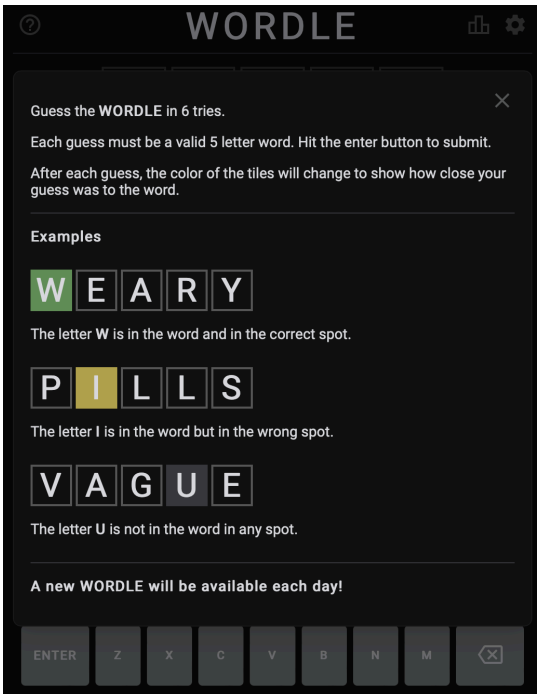
Overview

We will be working on a web based game wordle. Instead of one word a day, we will allow users to play multiple games a day, every time the user clicks the play button, it will select a random 5 letters word from the dictionary found on the internet. When the user first enters the website, it will prompt the user to either login or create an account. After the user logged in, the user will have couple options, view the global leader board for different game mode, play a standard wordle game, play a challenging mode, light/dark mode, theme.



The Front End

The index page will have a simple login page to prompt users to create an account or login.

After logged in, the user have different options:

- Global Leader board for different game mode
    - Standard Wordle game
    - Challenging mode
- Play a standard wordle game
    - One word a day, single 5 letters word, 6 tries
    - [tbd, practice mode maybe] game mode, can play any amount in a day, 6 tries does not have a leader board
    - Challenging mode, single 5 letters word, 3 tries
- Theme
    - The user can change the theme base on their preference, default is light mode, the player can choose between light/dark.

- Tools: HTML, CSS, JS, A Wordle API, MongoDB/ Atlas,
    - MongoDB Objects
        - Player object
            - Username
            - Salt
            - Hash
            - array of games played in total
            - array of games won
            - tbd
        - Game object
            - the name of the player
            - how many guesses did the player took
            - 2d arrays of the guesses
            - tbd
        - Leaderboard object
            - Normal mode
            - Practice mode

- Challenging mode

The Back end

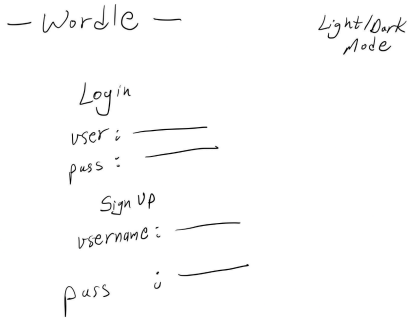
- Tools: JS, Mongo Atlas/DB, Node, Express, Digital Ocean.
- The database will have a user and wordle item schema
- The database will be implemented on digital ocean
- The modules that we'll use is cookie-parser, body-parser, and crypto for salting and hashing
- The serverside will be similar to most PAs that receive multiple get and post requests depending on what needs to be passed through to the database from the frontend
- The main request(s) needed to be implemented would be getting and using the login and user creation info, taking the user word input and checking it by a correct solution in the database and a request(s) that gets the information needed to populate the leaderboard.

Timeline

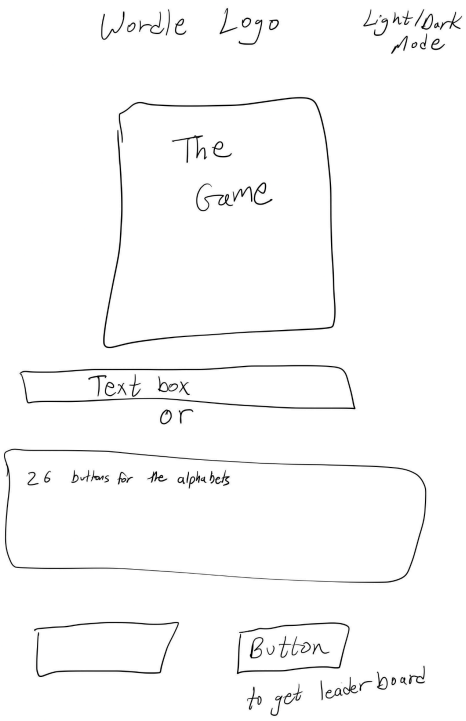
- Before April 20th we would like to have the HTML pages and CSS Done.
- Also if we reach that goal we want to have accounts working that use hashing, salting and sessions using cookies.
- After April 20th we would like to get the leader boards working.
- Have other features as we get more work done!

- ⅔ days before due date we would like to have it been up and running Digital ocean for testing.
- Create a video showing the webpage.

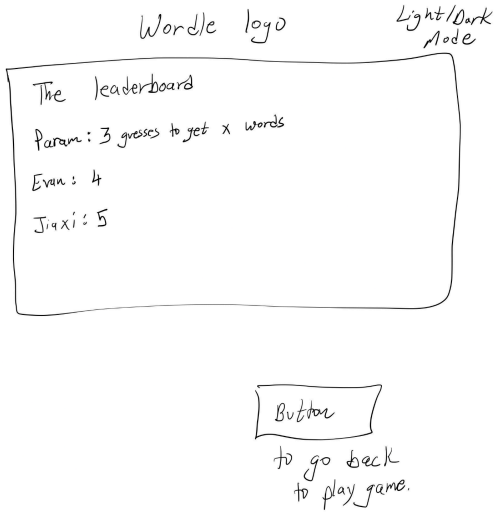
Early Design Of Website



index.html



wordle.html



leaderboard.html