

User Handbook

Initialization

Please copy the whole “*WordleGame*” packages but not only move the *.java* files out of the original “*src*” package. Just run the code in the original package. Otherwise there would be unexpected exceptions.

To initialize the game, I do need to notice you that since I use file IO, the paths of some files are critical. So there might a line of code in *StartGame.java* should be adjusted.

For instance, if I store the *Wordle* package in “*D:\\Javaproject*”, then I change the *path* string to “*D:\\Javaproject*”. Please double check whether the path is correct and if you use “\\” correctly.

```
static String path = "D:\\Javaproject";
```

After confirming the path is correct, to start game by run *StartGame.java*. Both in IDE and the command line are available.

Game Rules & How to Play

Rules. Actually, you can find specific rules for playing the game by clicking the “Help” button when you are in the start window.

How to Play. In the newest version of Wordle, I add the French mode. So there would be 3 modes you can choose. The basic mode is highly recommended if it is your first time with Wordle. Basic mode contains only about 2000 most fundamental 5-letter English words. If confident, you are welcome to choose Hard mode which contains more than 6000 extra words. And if you are an expert on French, the French mode is also available.

What must be mentioned is, after an attempt, whether it is successful are not, you need to choose if you want to play again.

- ✓ If you are willing to try the current mode again, please shut the result dialog but ***do not*** shut the game window of current mode. Just play directly. The program will choose a new word and delete the record of your last attempt.
- ✓ If you want to try another mode, shut all windows and dialogs but the start one, and click the mode you want to choose.
- ✓ You can open Help dialog to refer to the details any time you want.
- ✓ To quit the game, just shut all window and the program will exit automatically.

Acknowledgement

The game still has lots of widgets which can be optimized, and I also still have a long way to go. I highly appreciate your participating and your suggestions on the game which may help me do better.

Eventually, if you have gotten any problems or advice, please do email to jp2020213687@qmul.ac.uk. I sincerely hope to have a communication with you.

Good luck & enjoy the game!

