

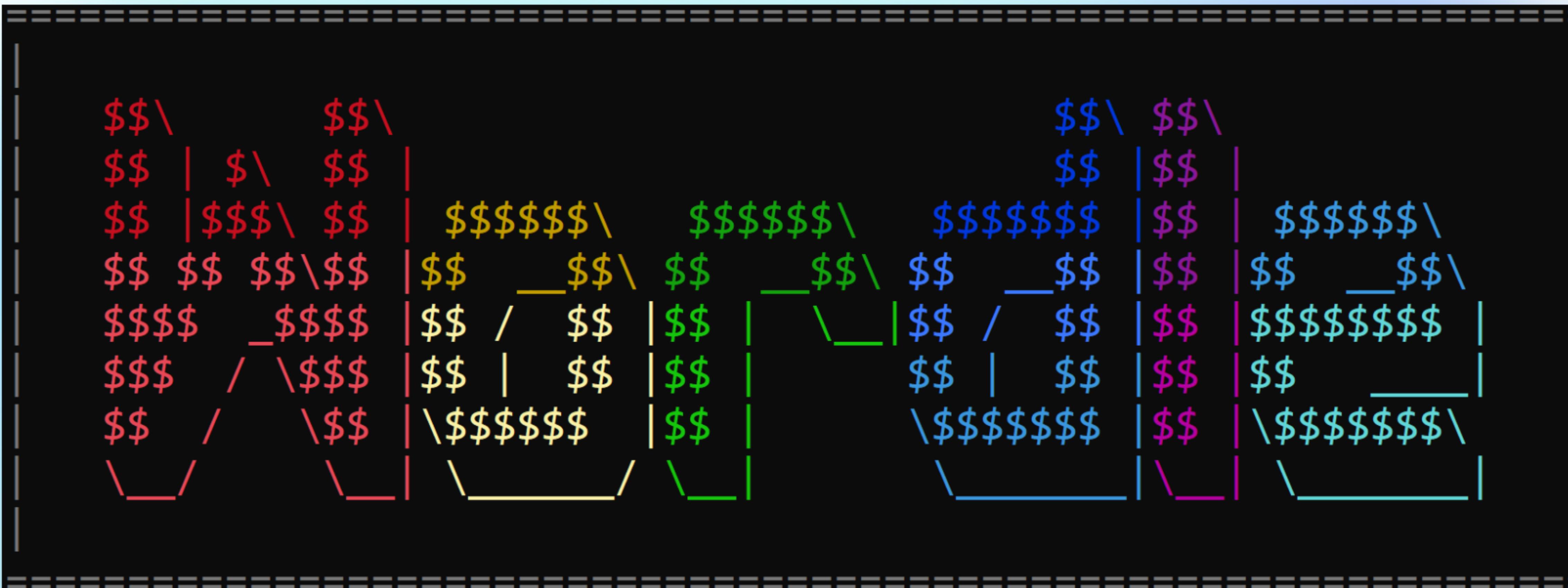
Embark on a Wordle journey, where words pave the way to triumph!

Experience the simplicity of Wordle!

A captivating C-based game with an appealing UI.

Start for free →

Other games →



Wordle Game in C

The game presents players with a series of word-guessing challenges across different categories such as fruits, animals, countries, and friends. Players attempt to guess the hidden word within a limited number of attempts, gaining or losing points based on the accuracy of their guesses.

“ Entertaining ”

Provide users with a fun Wordle gaming experience.

“ Competitive ”

Encourage users to build their scores and achieve high streaks.

“ Educational ”

Enhance users' vocabulary skills by guessing words from four categories.

“ Aesthetic ”

Present an engaging visual display through dynamic console text color changes.

OUTLINE THE DISTRIBUTION OF TASKS AMONG TEAM MEMBERS.

Our Teams

Ihsanta Zaki (58)

Programmer



Building a strong foundation for our project with **coding** expertise and boundless innovation

1. Fungsi global (perintah reveal, pass, exit, etc)
2. Rand untuk mengacak kata
3. Fungsi untuk menyensor huruf

Labib Al-Afaf (50)

Flowchart Designer



Brings ideas to life through creative design and clear **flowcharts**, providing our project with aesthetics and structured direction

1. Fungsi colour (SetConsoleTextAttribute)
2. Tampilan utama home
3. Fungsi untuk pemilihan kategori

Nurul Hidayah (39)

Report Compiler



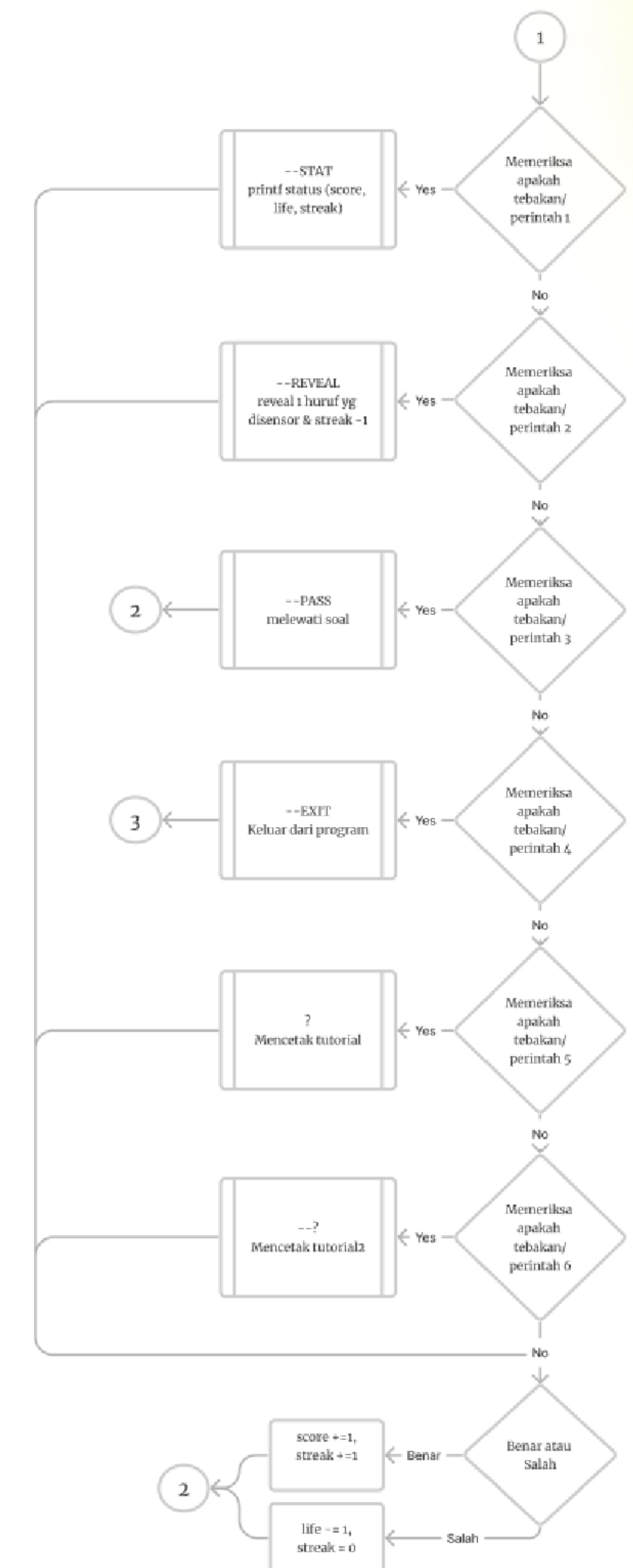
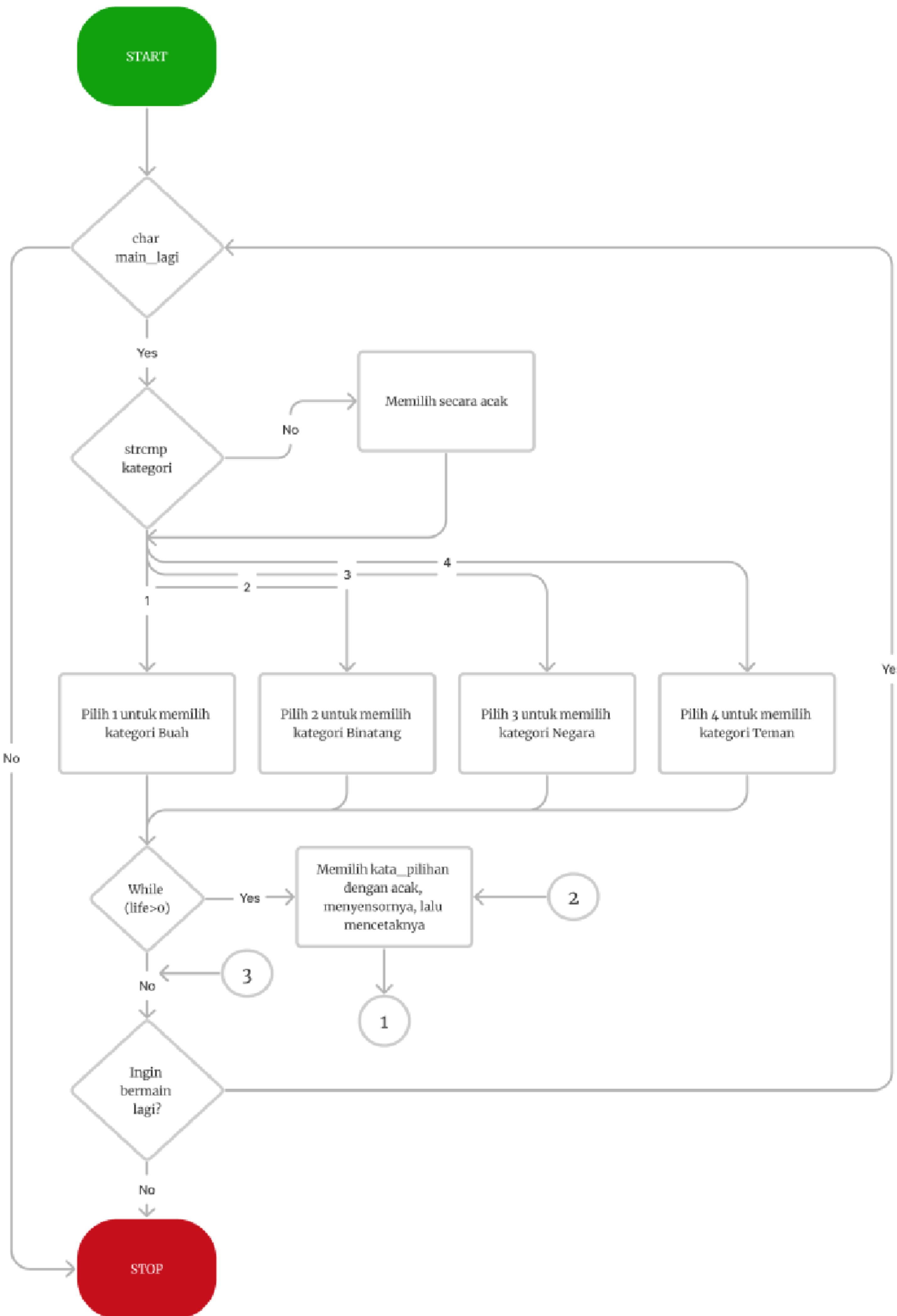
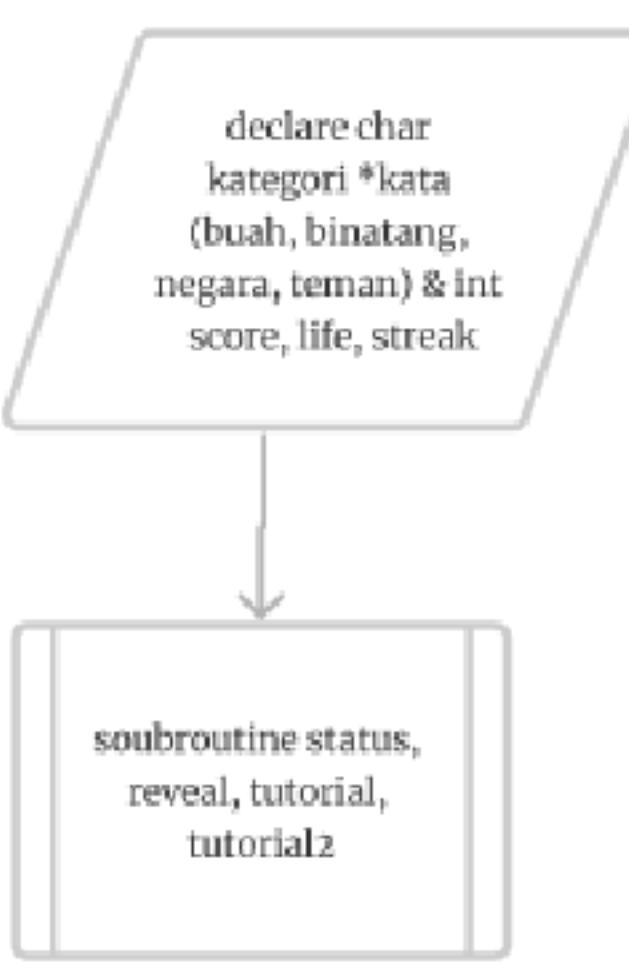
Adds a **narrative** dimension to our project, illustrating the development journey with precise and inspirational words

1. Pembuat looping dan pengulangan pada do-while
2. Fungsi check point
3. Mengecek beberapa bug



WORD-GUESSING, COMMANDS, GAME LOGIC

Flowcharts



SHOWCASE SCREENSHOTS OF THE PROGRAM'S PROTOTYPE TO GIVE A VISUAL REPRESENTATION.

Prototype Screenshots

```
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Selamat datang di permainan Wordle!
Buatlah skor setinggi mungkin! Tebak kata-kata dari berbagai kategori yang berbeda

=====
Terdapat 3 sumber daya: score, life, dan streak
Jika life mencapai 0, permainan akan selesai
Jika streak mencapai 10, life akan bertambah 3

Kamu dapat menggunakan 5 command berikut:
--PASS : Melewati soal dan menampilkan jawaban (-1 Score)
--STAT : Mengecek status saat ini
--REVEAL : Menguak satu huruf pada kata (-1 Streak)
--EXIT : Keluar dari game
--? : Menampilkan tutorial ini
=====

Apakah kamu ingin memulai permainan? (y/n): -
```

Main Menu

Tutorials

Commands

Score System

SHOWCASE SCREENSHOTS OF THE PROGRAM'S PROTOTYPE TO GIVE A VISUAL REPRESENTATION.

Prototype Screenshots

```
Gunakan perintah '--?' untuk menampilkan tutorial

Word: *tro*eri
Guess: --?

=====
Word: Se***          <--- Terdapat kata yang ditutupi oleh sensor
Guess: Setya          <--- Masukan tebakanmu
BENAR Skormu +1      <--- Jika benar, maka skormu bertambah 1

Word: Se***          <--- Jika salah, maka lifemu berkurang 1 dan streakmu menjadi 0
Guess: Setan
SALAH Lifemu -1
Jawaban yang benar: Setya <---- Kunci jawaban yang benar
=====

Word: *tro*eri
Guess: ?

=====
Terdapat 3 sumber daya: score, life, dan streak
Jika life mencapai 0, permainan akan selesai
Jika streak mencapai 10, life akan bertambah 3

Kamu dapat menggunakan 5 command berikut:
--PASS   : Melewati soal dan menampilkan jawaban (-1 Score)
--STAT   : Mengecek status saat ini
--REVEAL : Menguak satu huruf pada kata (-1 Streak)
--EXIT   : Keluar dari game
--?      : Menampilkan tutorial ini
=====
```

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SHOWCASE SCREENSHOTS OF THE PROGRAM'S PROTOTYPE TO GIVE A VISUAL REPRESENTATION.

Prototype Screenshots

```
Word: ***han
Guess: --STAT
Score: 25
Life: 3
Streak: 1

Word: ***han
Guess: --REVEAL
Word: *a*han

Word: *a*han
Guess: --PASS
Jawaban yang benar: Rayhan

Word: Uzai*
Guess: --EXIT

Game over. Skor akhirmu adalah: 24
SELAMAT! Skor tertinggi baru: 24

Ingin bermain lagi? (y/n):
```

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