Wordle

App Logos

Word Logos

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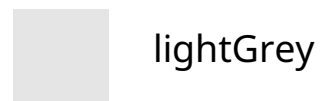
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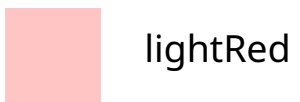## Icons

App Colors

■ darkestBlue ■ black

■ darkBlue ■ darkGrey

■ blue ■ grey

■ lightBlue ■ lightGrey

■ lightestBlue ■ white

Box Colors

■ close

■ correct

■ wrong

Accent Colors

■ accentPurple

■ accentPink

Notification Colors

■ lightGreen

■ darkGreen

■ lightRed

■ darkRed

Tint Colors

■ tintBlue

■ tintGreen

■ wrong

Features

- Different word lengths (5 to 7 letters).
- Hint system (2 hints available per game)
- Streak system that tracks the top 3 scores per length variation.
- Game Settings including toggles for Notification, Sound, Vibration, and Hints.
- Beautiful and interactive UI with engaging graphics and animations.

Technological Breakdown

- Custom word matching algorithm for evaluating guesses, including logic for box and keyboard color updates, hint usage, and streak tracking.
- Efficient state management using GetX with dependency injection and clear separation of concerns.
- Persistence of high scores using local storage mechanisms.
- Lightweight and optimized packages used for game settings, audio feedback, and preference.
- Effective use of MVVM architecture, pure functions, compiled and runtime constants, reusable components and comments for clean and maintainable codes.

Technological Requirements

- Flutter SDK Version: 3.22.3
- Dart SDK Version: Compatible with Flutter 3.22.3 (Dart 3.x)
- Development Platforms: Android & IOS
- IDE Support: Android Studio, VS Code, or any Dart-compatible IDE

Required Packages

- cupertino_icons: ^1.0.6 (iOS-style icons)
- get: ^4.7.2 (State management, routing, dependency injection)
- vibration: ^3.1.3 (Device vibration feedback)
- just_audio: ^0.9.46 (Audio playback support)
- flutter_native_splash: ^2.4.1 (Native splash screen customization)
- lottie: ^3.1.3 (Lottie animation rendering)
- flutter_svg: ^2.1.0 (SVG asset rendering)
- flutter_animate: ^4.5.2 (Animation)
- Shared_preferences: ^2.3.3 (Local storage)

Documentation

No backend services or the Internet connection is required, all required word datasets are bundled and loaded locally when the application is first launched. All the game data is stored locally in the user's device.