Jin's Wordle USER GUIDE



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PREPARATIOIN

Hello! Welcome to Jin's Wordle game, I hope you will enjoy it! Before you start the game, make sure you have <u>all the files</u> which are listed as follows.



If you are MacOS, then open the MacOS folder; if you are Windows, then open the Windows folder. (This is because there are tiny differences of GUI between these two systems, the game is actually the same.)

Then, you use **command line** to compile the GameStart.java file **in the same path**. The command is

javac GameStart.java

HOW TO START

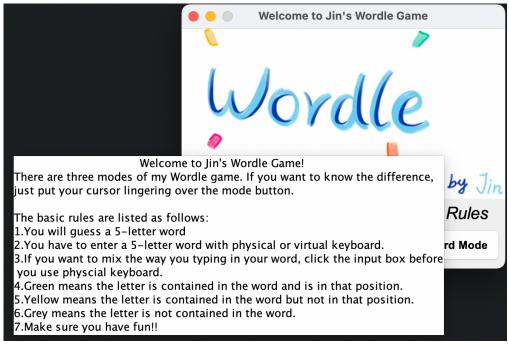
To start the game, the only thing you need to do is use command line **in the same path** again, and type in the command:

java GameStart

If you see the "Welcome to Jin's Wordle Game" window, then you are ready to go.

RULES OF JIN'S WORDLE GAME

Firstly, put your cursor on the *Rules*. Make sure you fully understand the rules.



Next, choose the mode you want to play. There are three different modes you can choose. The differences are listed as follows or you can just put your cursor on the button (DO NOT CLICK) to check the difference.



	Easy Mode	English-learning Mode	Hard Mode
Must enter a word?	NO	YES	YES
Is the answer list	YES	NO	YES
huge?	(About 4000	(The list is actually my TOEFL	(About 4000
	words)	learning word list, hhh,	words)
		about 50 words)	
Can I enter the letter	YES	YES	NO
you have tried before,			
which is not in the			
word?			
Is there any Tips?	YES	YES	YES
		(What's more, Chinese	
		meaning is provided as tips)	
Will the answer be	YES	YES	YES
displayed after I finish		(And to help you learn	
the game?		English, you will get the	
		Chinese meaning)	

Once you chose the game mode, the game is starting!

You can both use virtual keyboard or use your physical keyboard to enter the letter. But if you want to mix both these two ways, you have to !!click the letter block (anywhere is ok) before you use your physical keyboard!! (This may because once you click the button, it will chose the button and the physical keyword won't know where to go)

If you are stuck or find it is so difficult, touch the "Tricky? Touch me!" label, it will give you some tips which may help you a lot.

You can check the history you have played before. Just touch the "History" button.



This will keep <u>11</u> records (i.e. After you played for 11 times, it will clean and start a new history book)

No matter you win or lose, you can just try another word or just quit this game.

WARNINGS

- 1. Select the right version (MacOS or Windows), or it may have some issues about GUI, but the game is still OK to play.
- 2. Do not delete any files in the folder (like .txt, .png files)
- If you want to mix enter the letters with physical and virtual keyboard, you have to click the letter block (anywhere is ok) before you use your physical keyboard.
- 4. The history will only keep 11 records, be careful.
- 5. There may be some lag when you click the mode button, wait a second and click again can fix this. (This may because the huge word list is loading.)

APPRECIATIONS

- The Library.txt file is from GitHub, the link is https://github.com/madalynrose/Words/blob/master/assets/5-letter.txt

 Thanks for this friends' sharing!
- 2. The idea of English-learning mode is from my mother, when I show her this game, she said "this can help you learn English", then the idea comes out! Thanks, mom.
- 3. The Wordle title is drew by my friend Jiaqi from high school, I really like this title! Thanks, Jiaqi.