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Data: 7/3/2023

Wordle

Game skeleton:

**Software using:**

Unity

**Log in:**

using a Google account (if possible)

**Game Mode:**

City or Country

**Game Level:**

Add word length

**Game storage:**

user information, such as Google account, Game Level

game material, such as pictures, word

need a cloud database to store (maybe MySql)

**Inner connect:**

Unity start -> user interacts on the website -> Log in -> find account in database -> connect to information -> wait choose mode -> database return the Game Level -> Unity game start -> show on the website

Website:

**Software using:**

Html 5 + CSS 3

**The problem needs to solve:**

How to connect the database to the Unity

How to connect the Unity game to a website