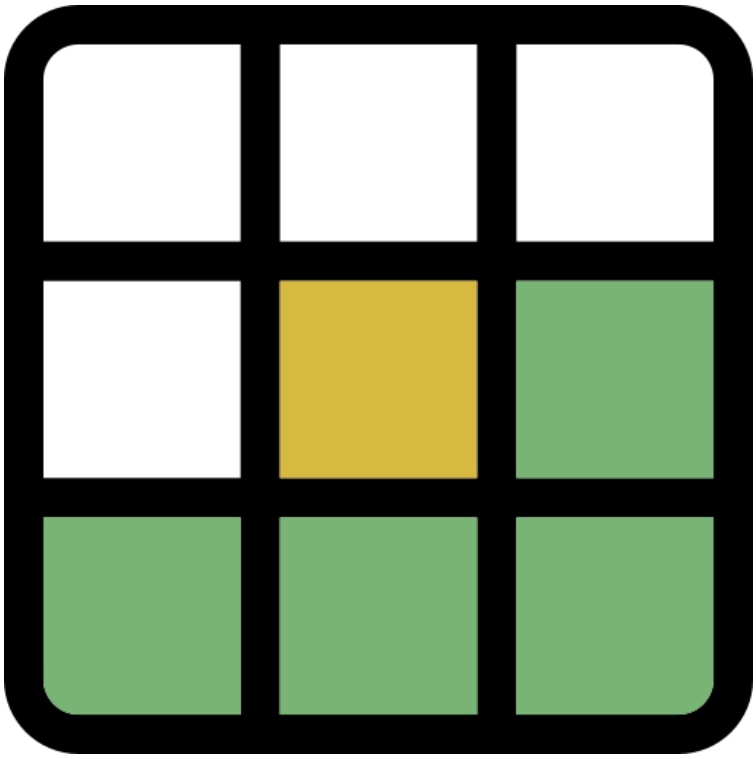


Temu Wordle Project Report

Group 15-4

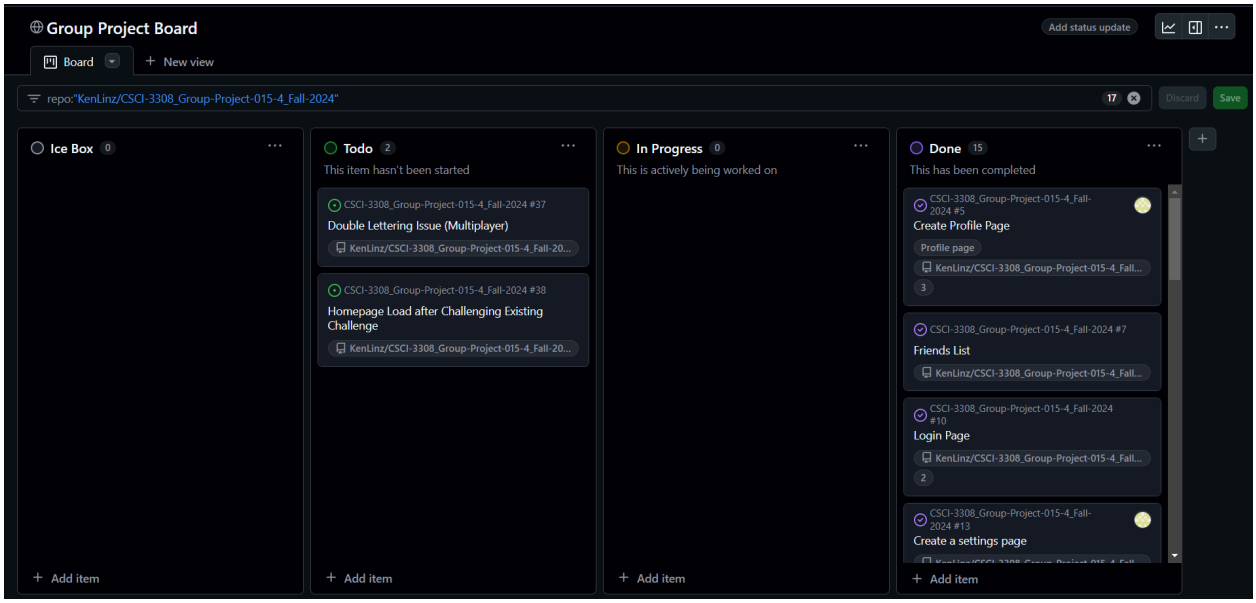
Developed by: Emmet Macias, Oscar Rodriguez, Melanie Porter, Ken Linzmeier, Olivia Newton

Project Description:

Temu Wordle is a more challenging and sociable alternative to Wordle where players are able to create their own profile and challenge their friends at the game and players can play more than one game per day. Two game modes are available in our version of the game. Firstly, there is the single player mode where players must guess a six letter word within six guesses. Upon completion, the user's statistics like their current win streak, average number of guesses per game, and your win/loss ratio are stored. On the home page there exists a global leaderboard of the players with the highest amount of wins from the single player mode. Secondly, there is a challenge mode where users can challenge their friends to matches. In order to be able to play this mode, you must first add another user as a friend. Once your friend request is accepted, you can challenge that friend from the friends list. In challenging mode, you both will be given the same word and whoever guesses it the fastest wins. On your profile page, you are able to view the wins, ties, and losses you have had with a particular friend.

Project Tracker - GitHub project board:

- https://github.com/users/KenLinz/projects/2/views/3



Video: [TemuWordleDemo]

VCS: https://github.com/KenLinz/CSCI-3308_Group-Project-015-4_Fall-2024

Contributions:

Ken Linzmeier (Git: KenLinz):

I worked on the full multiplayer functionality, login/registration page, database functionality, complete leaderboard functionality(working from the leaderboard template), and the general CSS stylization of pages besides the game.

With others, I additionally tested the full functionality of the site and debugged issues that came up while coding new features, and also worked together with Oscar on the profile page display and functionality.

Melanie Porter (Git: MelanieXinyi):

I primarily worked on components for the game including the game's UI elements/css stylization, functionality, external API calls used for word generation and validation, and the end screen pop up. I also contributed to the homepage of the site.

Olivia Newton (Git: OliviaPG):

I worked on the leaderboard template and some homepage adjustments. I also helped with the overall design and testing various aspects of the site.

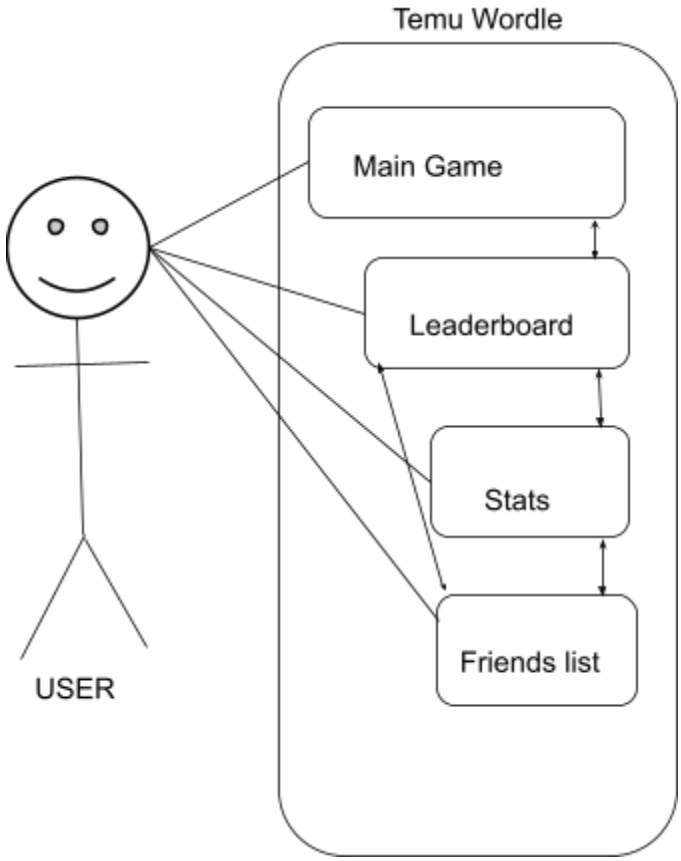
Oscar Rodriguez (Git: Aaron1776):

I worked on the database functionality which included the calculation and display of player stats. I worked with Ken to create and style the profile page and contributed to the settings functionality, which allowed the user to change their password. I actively participated during our team meetings and assisted with debugging whenever possible.

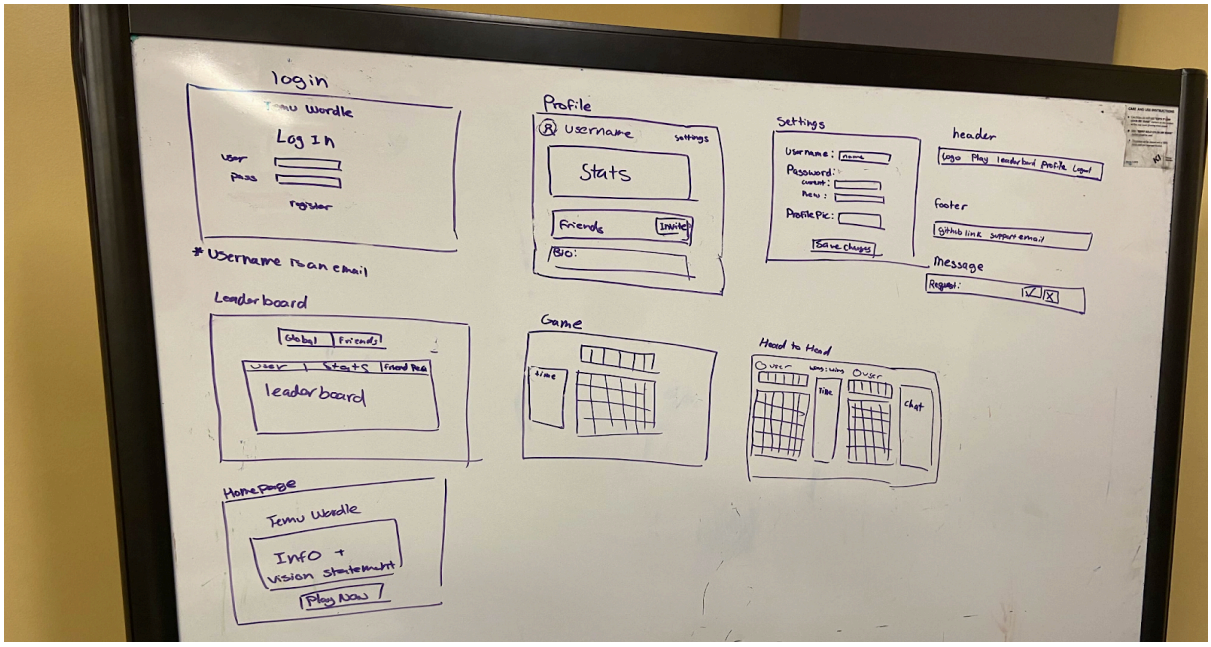
Emmett Macias (Git: Emmettm12):

I worked on the game's functionality, including displaying guesses with correctly placed letters in green, incorrect guesses in red and letters that are just placed incorrectly in yellow. I also worked on checking user inputs and protecting against errors from user inputs.

Use Case Diagram:



Wireframes:



Test results:
During our project, we encountered many (non-basic, such as login/registration) test cases, including:

1) When a user sends a friend request, no more friend requests from this user can be sent to the receiving.
2) When a user sends a match, no more matches can be sent from this user to the receiving.
3) When a match concludes, match stats are updated once.
4) When a singleplayer game concludes, stats are updated once.

Our solutions listed are as follows:

1) Check for existing requests and prohibits future sending if a request exists.
2) Check for existing requests and prohibits future sending if a request exists.
3) Removal of the guess button to limit match sending and match stats updates post-match.
4) Removal of the guess button to limit match sending and match stats updates post-match.

Our original cases also work, where the leaderboard updates, a user can deny or accept a friend request, and a user is capable of changing their own password.

Deployment Link: https://csci-3308-group-project-015-4-fall-2024-w5o1.onrender.com

Be sure to:
Tag your repo with "Final Submission" (make sure to push your tag to your repo) before your presentation. You can use that for the demo.