

# Project Update

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CSC1061: Computer Science II

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## Section 1

# Requirements

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- ❶ The project shall only allow the user to guess 5 letter words.
- ❷ The project shall allow the user to enter 6 guesses.
- ❸ The project shall compare users' guesses to the correct word, giving them feedback using colors.
- ❹ The project shall read a list of words from a list of upcoming words.<sup>1</sup>
- ❺ The project shall store user data and statistics in a file.
- ❻ The project should validate users' guesses by comparing them with a dictionary file.
- ❼ The project should allow the user to continue playing after the day's word is complete.
- ❽ The project will use the Model-View-Controller-Interactor architecture.
  - Article on PragmaticCoding
- ❾ The project will use AtlantaFX for GUI controls.

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<sup>1</sup>this requirement was changed

# Requirement Change

Requirement #4 was changed.

- ④ The project shall read a list of words from **Wordle's** list of upcoming words.



- ④ The project shall read a list of words from **a** list of upcoming words.

## Why?

Wordle is constantly changing their list of words. Without any form of API, it is unrealistic to try to keep up with their changes.

## Section 2

# Class Diagrams

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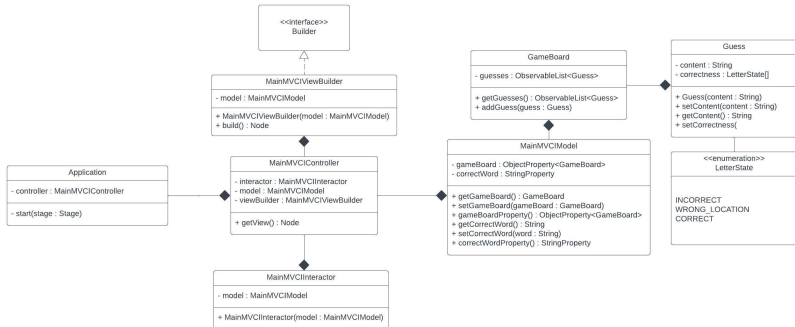


Figure 1: UML Class Diagram

## Section 3

# Flow Diagrams

# GUI Flow Diagram

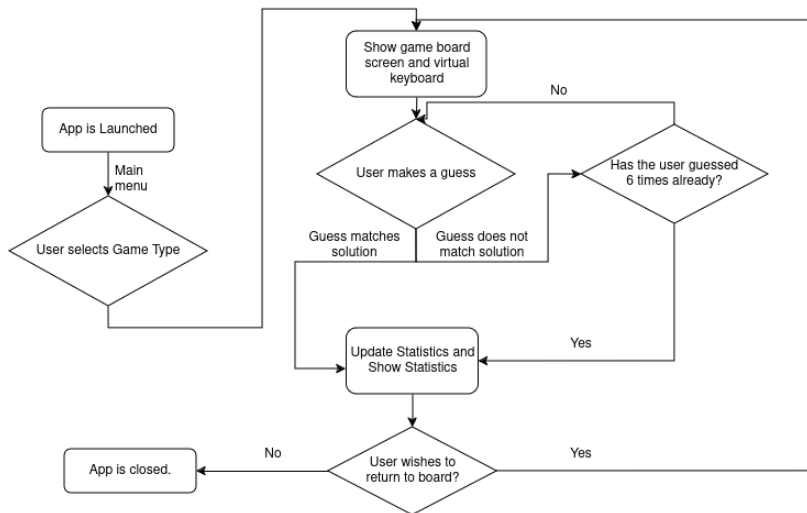
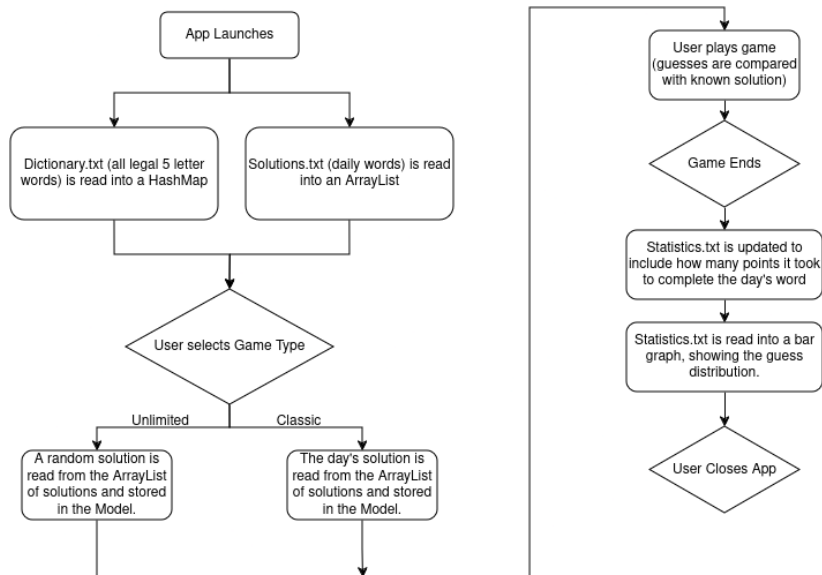


Figure 2: GUI Flow Diagram



# File Flow Diagram



# Data Flow Diagram

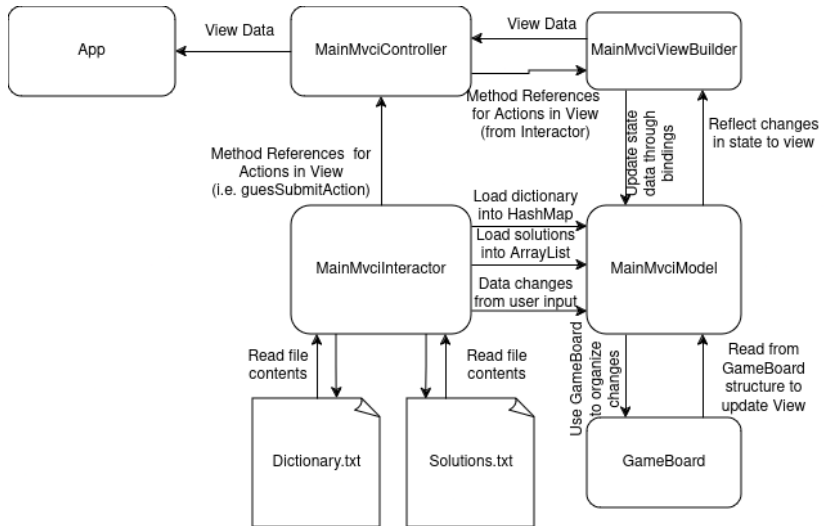


Figure 4: Data Flow Diagram

## Section 4

### Project Setup

# GitHub Repository

The screenshot displays the GitHub interface for a repository named 'WordlyGame' by user 'Kyle33'. The repository is private. The main content area shows a list of commits, with the most recent being a merge of the 'main' branch. Below the commits, the 'README' file is open, showing the 'Requirements' section. The requirements list 9 tasks for the project, including user input validation, word guessing logic, and GUI controls using AtantaFX. The right sidebar contains information about the repository, including a description, a list of files (README, LICENSE, README.md, gui flow.png, uml.png), and a section for 'Suggested workflows'.

**WordlyGame** Private

Unwatch 1 Fork 0 Star 0

main 1 Branch 0 Tags

Go to file Add file Code

**Commits**

Commit	Message	Time
Kyle33 Merge branch 'main' of github.com:Kyle33/WordlyGame	1 minute ago	3 Comments
vscode	Add initial project files	3 minutes ago
src	Add initial project files	3 minutes ago
LICENSE	Initial commit	13 minutes ago
README.md	Add a README	12 minutes ago
gui flow.png	Add images	1 minute ago
uml.png	Add images	1 minute ago

**README** MIT license

## Requirements

1. The project shall only allow the user to guess 5 letter words.
2. The project shall allow the user to enter 6 guesses.
3. The project shall compare users' guesses to the correct word, giving them feedback using colors.
4. The project shall read a list of words from a list of upcoming words. [Link](#)
5. The project shall store user data and statistics in a file.
6. The project should validate users' guesses by comparing them with a dictionary file.
7. The project should allow the user to continue playing after the day's word is complete.
8. The project will use the Model-View-Controller-Interactor architecture.  
[Article on Pragmatic Coding](#)
9. The project will use AtantaFX for GUI controls.

**About**

A well-designed and maintainable version of the Wordle game created with JavaFX.

**Files**

- README
- MIT license
- Activity
- 0 stars
- 1 watching
- 0 forks

**Releases**

No releases published  
[Create a new release](#)

**Packages**

No packages published  
[Publish your first package](#)

**Languages**

Java 100.0%

**Suggested workflows**

Based on your tech stack

**CI/CD** [Configure](#)

Build and test a CI/CD project with Languages

Figure 5: GitHub Initial Setup

# Bare-bones setup

## Section 5

### Research

## Section 6

The End

# The End

Thank you.