

## Deliverable worksheet

URL for wordle game URL:

[https://miaxiaoyu.github.io/CS120\\_Web/project2/wordle.html](https://miaxiaoyu.github.io/CS120_Web/project2/wordle.html)

Project requirements- check off those you completed.

YES– Game is complete and runs online

YES– An array

YES– An arrow function

YES– An event handler

YES– .map or .forEach

YES– A JavaScript object

YES– Used Letter board

YES– Optional: use of an API

No– Optional: track average score

Are there any extra features you added that are not listed above?

A:

Yes! I added some extra features beyond the basic requirements:

- **Input validation** that checks for exactly 5 letters and shows error messages
- **Error handling** for API failures with user-friendly alert messages

What is your favorite topic in the course so far?

A:

My favorite thing is how JavaScript can do so many different things and make websites actually useful, not just pretty! It's amazing how you can take a boring static HTML page and make it comes alive with user interactions, data processing, and fun game like this Wordle.

I'm also really loving the API stuff we've been learning! Instead of hardcoding a bunch of data, you can actually pull in real resources from the outside world and integrate them into your project. Like in this Wordle game - the API give us a different word every time, which makes the game way more interesting. Being able to connect to the outside world and get real-time data makes web development feel super powerful!