## Technological Discussion

Our project based on Wordle and Minecraft is going to be a website where users can play and share their scores to their friends. “The rules are that the player has to click / tap the item in their inventory and put them in a crafting grid. If the recipe is valid, the player can “craft” the item. In turn, the item will specify how close it is to the “correct” answer by giving the players hints based on where the item can be found / what type of item it is.

### Core Requirements

* An inventory full of items that you can craft with.
* A history that shows what the player has crafted and what the hints that they were previously given.
* A health system that gives them a certain amount of tries before they lose.
* A crafting index that will be used to validate any recipes the player uses. It can also be used on the website in case the player doesn’t know certain crafting recipes.
* A better hint system that will give hints for the traits of the correct item.
* A crafting grid that the player can use to input their items and craft with them.
* A website in which the user can play from, requires HTML and CSS.

## User Story Discussion

#### Splash Screen

* As a user, the person will go onto the website and the splash page will be the name of the game with the button “Login” or “Play” underneath it.
* If login is clicked, the user will be prompted to enter a username and password or if they don’t have an account they can create one.
* The user will also be prompted to create a display name for score purposes. The data for the username and password will be stored with cookies, the score of the player will also be scored with cookies.
* If play is clicked, the user will have a choice between the daily or infinite mode.
* If the user clicks daily, then the randomly generated recipe for the day will be what the user has to solve.
* If the user clicks infinite, the user will be given recipes to solve until they eventually lose. This will be randomly generated off of the hundreds of recipes that the index holds.

#### The Game

* The game will consist of the player being shown their inventory screen, their “crafting grid” and a button that says index. It will also have an interface on the left that shows the history of previously crafted items.
* The user will have to take out items out of their inventory and proceed to use them to craft certain items. Once the recipe is validated, the item will appear and the player will have a choice to craft the item.
* Once the item is crafted, the item will show in the history, showcasing what was used and how close they were for each item. The user will also be given hints that will show where the item came from / what type of item it is.
* Each “hint” will be green, yellow, or gray to show if they were how close they were to getting that part right. For example, if the item is an iron chestplate and the correct item is a diamond sword, then the given type would be armor / weapons which would be highlighted green.

#### End of Game

* Depending on if the user hits daily or infinite, they will be able to submit their score as their score would differ between both modes.
* The daily mode would keep track of how many days in a row that you’ve played and gotten the correct answer.
* The infinite mode would keep track of how many recipes you got in a row without losing. Once the game ends, the player is prompted with their score and will have the choice if they want to share their score.
* If the user clicks yes then they can share it via social media like Twitter. This can only happen if the user is logged in. If the user is not logged in, the user will be prompted to.

### UML Diagram