

Worder Project Progress Report

Date: September 24, 2023

Introduction

Before proceeding with the development of Worder, it is crucial to define and understand the project's requirements. Requirement analysis ensures that all stakeholders have a clear understanding of project objectives and provides a clear path for the development team.

Project Status

The Worder project is currently in the development phase. We have made significant progress in implementing the core functionalities of the word guessing game.

Project Timeline

- Start Date: September 6, 2023
- Estimated Completion Date: November 23, 2023
- Key Milestones: UI/UX prototype, Core AI Functionality Implementation, Sound and Visuals, Cross-Platform Testing, Final Touches

Team Composition

Our project team consists of the following key members:

- UI/UX Developer and PR Handler: Prabhash GC
- Core/AI Developer and Tester: Rohan R Upadhyay

Key Achievements

Since the inception of the project, we have achieved the following milestones:

- Set up a collaborative work environment and version control on GitHub + Unity.
- Implemented the basic game mechanics, including word selection and user input.
- Designed a user-friendly interface prototype on Figma for an engaging gaming experience.

Challenges Faced

We encountered a few challenges during development:

- Designing UI/UX on Unity for various screen sizes (responsiveness).
- Ensuring compatibility across MacOS and Windows for the build
- Importing the word2vec database into Unity to use it for the core functionality

User Requirements Progress

Our primary focus has been on meeting user requirements:

Gameplay for Word Guessing:

- Designed a UI prototype using Figma
- Implemented the design into Unity and made it responsive for different aspect ratio
- Used cosine similarity to test word similarity for arbitrarily chosen words

Feedback and Progress:

- Implemented a feedback system to show how close user input is to the actual word using aforementioned cosine similarity.
- Made subtle transition animations for the UI

System Requirements Progress

We are making steady progress in addressing system requirements:

Performance:

- Ensuring the game is responsive and works seamlessly across different operating systems

Security:

- Implementing security measures to protect game integrity.

Scalability:

- Preparing the game for potential future updates and expansion, such as mobile porting and ad features

Compatibility:

- Testing and optimizing the game for various screen sizes and aspect ratio.

Backup:

- Developing a backup system to prevent data loss. Implemented a dev-branch and a main-branch to ensure recoverability.

Testing and Quality Assurance

- QA testing will begin once the core game functionalities are fully implemented.
- Initial testing shows promising results in word proximity evaluation.

Next Steps

- Complete the AI algorithm and integrate it with the game.
- Conduct extensive testing and quality assurance.
- Refine the user interface for a polished gaming experience.
- Prepare for the game's launch and expansion.

Stakeholder Communication

Stakeholders are regularly updated on project progress through meetings and status reports.

Risk Assessment

No significant new risks have been identified; however, continuous monitoring is in place.

This progress report outlines the current status and key achievements of the project. We remain committed to delivering an engaging and user-friendly word guessing game.