

Wordverse

Gogrowers
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June 27, 2024

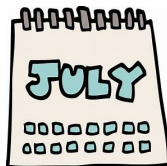


Objectives

- Learn the basics of Go programming language, Understand the syntax and semantics.
- Develop skills in writing efficient and effective Go code.
- Get used to various frameworks of Go by reimplementing an existing Wordle game made by our mentor Aruvi with modifications.
- Collaborate with team member to achieve common goals
- Learn to work in restricted timeline.

Timeline

Date	Task
1 July 2024	Project initialization
2-3 July 2024	Setting up Go environment and basics
4-5 July 2024	Understanding Go syntax and semantics
6-7 July 2024	Developing skills in writing efficient Go code
8-9 July 2024	Getting used to Gin Framework and WebSocket
10-11 July 2024	Implementing React.js and WebSocket API
12-13 July 2024	Bot Implementation
14-15 July 2024	Testing and debugging



Work Distribution

- Sheetal Lodhi:

- Setting up Go environment and basics
- Understanding Go syntax and semantics
- Bot Implementation



- Sonakshi Raj:

- Developing skills in writing efficient Go code
- Getting used to Gin Framework and WebSocket
- Implementing React.js and WebSocket API

Tool Requirements

- Backend Development:

- Go Programming Language
- Gin Framework
- WebSocket

- Frontend Development:

- React.js
- WebSocket API

Future Plans

- We're planning to implement a game where the computer will try to guess a secret word on a set of rules and algorithms, and we'll provide feedback to help it improve its guessing abilities.
- Implement our project in other languages such as Haskell and Rust
- Continuously improve and refine the Wordverse experience

References:

- For Go - <https://go.dev/doc/>
- For Gin - <https://gin-gonic.com/docs/>
- For WebSocket - <https://websockets.readthedocs.io/en/stable/index.html>
- For react - <https://react.dev/>
- <https://www.postman.com/api-platform/api-documentation/>

Open to Suggestions!



suggestions??