WordVerse - NPC Version of Wordle

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Objectives of the Project

1. Learning Project: Learning Go.
2. Creating an NPC Version of an existing Wordle Game.
3. Exploring Gin Framework for building web applications.
4. Understanding Gorilla Websocket for real-time communication.
5. Learn react.

Work Completed

1. Frontend Completed using React, HTML, CSS, and JavaScript.
2. Backend Completed using Go and Gorilla websocket.
3. Server Completed.
4. Frontend-Backend Integration Completed.
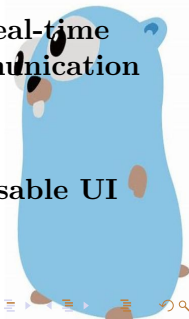5. NPC - Non playable character Added.
6. Sound Integration.

Work Remaining

1. Bug fixing.
2. Deployment.

Our Learnings So Far

1. **Go:** Strongly typed and garbage collected language with fast compile times and concurrency built-in
2. **Gin Framework:** High-performance micro-framework for building web applications .
3. **Gorilla Websocket:** Library for building real-time web applications with bi-directional communication
4. **HTML, CSS, and JavaScript:** Frontend technologies for building user interfaces
5. **React:** JavaScript library for building reusable UI components

Thank You