

CS 1410-601 | 2024 Summer – Block 2
Final Project Idea Proposal
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Alissia and Kevin will be partnering together to work on the final project. Our idea is to recreate *Wordle*, an online game by *The New York Times* which became a viral hit in late 2021. The premise of the game is for the player to correctly guess a “random” five letter English word within six attempts. If a guess is incorrect, that guessed word is used to indicate which letters match and if they’re in the same position (index) of the hidden, random word.

We will use OOP to assemble both the logic and GUI portions of our code. At this time, the tkinter library is the most likely candidate for creating the GUI due to the relatively static nature of the game. Our recreation of *Wordle* will be played on a user-interface similar to the official game with our Minimum Viable Product focusing on the expected gameplay experience. Features for our MVP include retrieving a random five letter word to be guessed on when a game starts, keyboard support for typing in guesses, feedback for what guessed letters are incorrect, correct, and if the correct letters are in the correct position or not, and feedback to the player whenever a win/lose condition is met.