

Guess The Word

Game Design Document (GDD)

Version 1.0

1. Overview

Guess The Word is an English word-guessing puzzle game based on category selection and letter-guessing mechanics.

The player selects a category such as Animals, Fruits, or Colors. The game randomly selects a word and the player guesses letters using an A-Z keyboard.

2. Core Concept & Target Audience

The goal is to deliver a clean, simple, and enjoyable puzzle experience with a polished, modern interface.

Target users include general players, English learners, and word-game enthusiasts of all ages.

3. Gameplay & Rules

1. Player selects a category.
2. A random word is chosen.
3. The word appears as blank slots.
4. Player guesses letters.
5. Correct letters reveal their positions.
6. Wrong guesses reduce lives.

Lives System

- Start with 8 lives
- Each incorrect guess removes 1 life
- At 0 lives → Game Over

Scoring System

- Correct letter: +10
- Wrong letter: -5
- Perfect solve: +30 bonus
- Hint penalty: -15

Difficulty Levels

Easy: 3-5 letters

Medium: 6-8 letters

Hard: 9+ letters

Hint System

Hints reveal 1 random letter.

Using a hint reduces score or consumes a life.

Win / Lose Conditions

Win → All letters revealed

Lose → Lives reach zero

4. UI / UX Design

Glossy iOS-inspired UI with soft transparency, rounded cards, and modern layout.

Includes:

- Title + Score
- Word letter blocks
- Life indicators
- A-Z keyboard
- Wrong letters panel
- Hint / Reset buttons

5. Content & Categories

Animals: dog, cat, horse, zebra, rabbit, giraffe, elephant, tiger

Fruits: apple, banana, orange, mango

Colors: red, green, yellow, purple

JSON Example:

```
{  
  "Animals": ["dog", "cat", "horse"],  
  "Fruits": ["apple", "banana"],  
  "Colors": ["red", "green"]  
}
```

6. Progress & Records

Tracks:

- total_score
- games_won
- games_lost
- best_streak
- best_difficulty
- leaderboard

7. Effects & Animations

Optional:

- Button color animations
- Screen shake
- Fade-in reveal
- Win/Lose banners

8. Technical Architecture

GameState:

secret_word, category, difficulty, guessed_letters, wrong_letters, lives, score

MainWindow:

UI, buttons, hints, updates

Logic:

Validate guess → update UI → evaluate win/lose