

## PROJECT FUNCTIONALITIES - Hello Wordl

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Our project, called Hello Wordl, is a word guessing game. At a high level, it enables users to guess a word in 6 tries and the program gives the user hints based on their guess. Specifically, this project has numerous functionalities from beginning to end. To start the game, the user presses the start button on the title page, which brings them to the login page. Here, the user can either add a new account or log in, both with their username and password, which is stored in a text file. If the user logs in with the current information, they reach the main menu, which has 6 different functional buttons - ones that take them to the easy mode, the hard mode, instructions, settings, statistics, and log them out.

If the user goes to the instructions screen, they will see an image of the instructions. If they go to the settings page, they see 3 different buttons - one to look at the credits (bringing them to a screen with the APA citations), one to exit the program, and the other to go to the main menu. Through the main menu, the user can also go to the start screen. On the other hand, the user can go to the statistics page to view account information regarding the games they've played. This information includes how many games they've played and won, along with the probability of them winning a game (with that data).

Speaking of easy mode and hard mode, in the easy mode, the user has to try to guess a valid five-letter word on their keyboard and they press enter to guess. After each guess, the color of the tiles will change to show how close your guess was to the word. If the letter in the user's word is in the answer word BUT isn't in the right spot, then the letter turns yellow. On the other hand, if the letter in the user's word is in the answer word AND is in the right spot, then the letter turns green. Otherwise, it remains gray. There is also a 'harder level mode' for guessing 7-letter words instead.

If the user gets it in 6 tries, then they go to the congratulations screen and if they don't they go to the loser screen, which displays the word/answer. In both cases, the statistics log updates. Furthermore, both these screens show the same buttons, where they can exit the program, go back to the main menu and pick a game mode again, or view their statistics.