

## **Week 14 Report**

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Project Title: Wordle Puzzle Solver

Course: CS 161 Section 01

Date: 05/12/2024

(\_\_\_/4pt). Summarize the final status of your project. Mention any features of the project that cannot be finished before the target completion date (May 12th).

- Users can Login.
- Users can Sign Up.
- The users can play the game, where they have to guess the word correctly.
- If the users win, they get 100 points. If they lose, they lose 20 points.
- Score is displayed on the top of the screen.
- Users can seek hints.
- In the hints page, users enter the correct and/or wrong letters. The possible words will be displayed.
- Completed all the features.
- Great Educational Tool to learn new words and improve vocabulary.

(\_\_\_/4pt) Deployed links

- <https://elaborate-daffodil-ae8da9.netlify.app/>

(\_\_\_/2pt) Helps, feedbacks or suggestion from your colleagues for either individual or team projects. How and what did they help? Do their suggestions become part of your projects?

- Improving the UI
- Automatically moving to the next block of input, instead of clicking on the input box every time.

(\_\_\_/2pt) Mention any valuable enhancements of your product that cannot be implemented this semester. What are the values or benefits of these enhancements?

- Persisting the word after coming back from the hints page.
- This would be a great enhancement to allow the users get hints for the game they are playing.