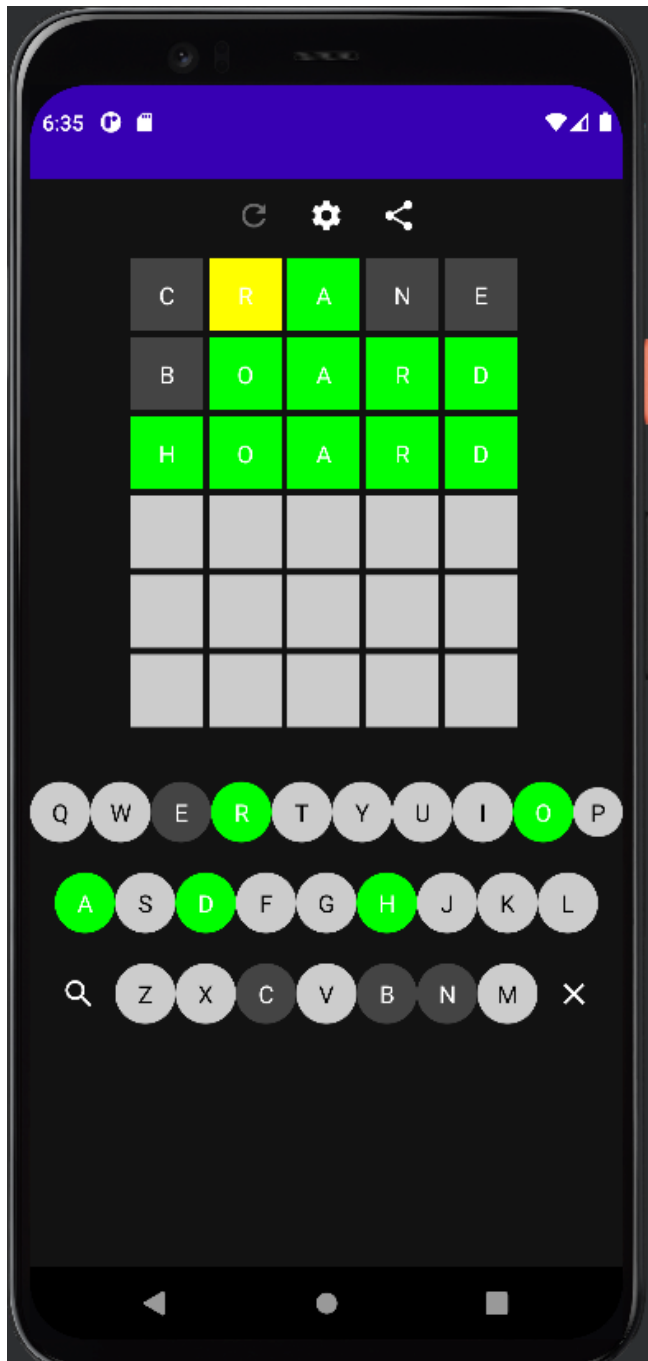
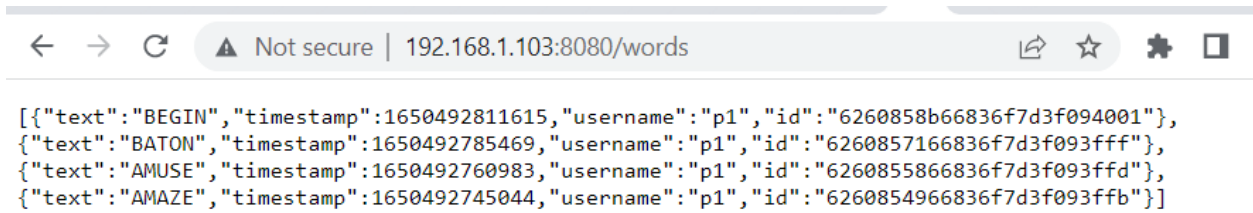


My final project is a Wordle game. It has 2 parts:

1. Client is an Android app with a Wordle game interface, similar to the current popular Wordle online game. Client also runs standalone as an offline app without a server.



2. Server side is a web service running on a PC. It provides the Word of the Day, the same concept from the New York Time game. Server stores the words contributed by users in JSON format (see the picture below)



### Technical Highlights:

#### Client:

- Android Architecture
- Dependency Injection
- Screen Navigation
- Data Models
- Real-time communication with server via web socket

#### Server:

- Ktor ( Web service framework from JetBrains)
- Database to store user submissions (Mongo DB)
- Real-time communication with web socket