Wordle Code Walkthrough

For our Wordle game, we conducted a code walkthrough over zoom to see if the game ran properly and all of the functionality was on point. We tested out the menu select screen and it was working properly. We tested all of the cases that a player will encounter when they play the game. For example we saw what would happen if the player got the letter wrong, if the player got a letter correct, if the player got a letter correct but in the wrong order as well as getting the entire word correct and incorrect.

One fault that we encountered when we did a code walkthrough was that the function *getGuessArray* did not have a -1 invalid test case. This is where the index is equal to -1, indicating that this is an invalid input. The function is used to add a letter. This is important not just for the function but also affects the functionality of other functions such as *onBack* as well as *onEnter*. Aydan was able to fix this issue. It was fixed by adding the invalid test case to this function.

Another fault we encountered was that when the player clicks the *Enter* button without having a 5 letter word, it was confusing for the player. This was a simple fix and the whole team was able to make this change while we were on the call. We reworded the message so it was more clear.

In our game, for the player to select a letter from the alphabet, the only option was to click on a letter on the virtual keyboard in the UI. We decided to add the feature of being able to select a letter by pressing the key on the player's keyboard as well as being able to click that letter. This wasn't an error we had but it was a nice functionality that we believed would make the user experience more pleasurable. We were able to implement this functionality using the *addLetter* function along with the variables of *wordLetterCount* and *wordGuessCount*. We were able to map out each letter of the alphabet using this function and variables. We started with the letter "A" then the letter "B", "C" and so on until we reached the end of the alphabet. There was no need to add numbers or any special characters since the nature of the Wordle game does not require any of these values to be used. There also was not a need to add any other buttons such as *Backspace*, *Shift*, or any other miscellaneous keyboard button. We not only used these functions but we also used Pygame to map each letter to include keyboard functionality. For each addition of each letter in the alphabet we added comments adequately describing the process.

We not only added keyboard functionality to all of the letters in the alphabet, we also included functionality to the *Enter* button so that the player can submit their guess instead of clicking the enter button displayed on the screen. All of us discussed the changes to be implemented and how to implement them and Aydan implemented the changes to the code.