Workle Instructions – Do’s and Don’ts

**How to play**

* Guess the correct word in 6 tries.
* Each guess is submitted by pressing the 'ENTER' button.
* The tiles will change color to show how close your guess was to the answer.

**Administrative aspects**

* The file called “schedule.json” is the key file that defines what “answer”, “clue”, “fact”, “url” should appear for each day.
* Schedule.json structure:
  + id: String with the following format “{week number}.{day of week number}”.
    - MUST BE UNIQUE
  + date: String with the format of mm/dd/yyyy
    - MUST BE UNIQUE
  + word: String with
    - each word must be >= 3 or <= 7
    - up to 2 unique words can exist in the answer for a combined length of <= 12. Anything beyond that looks bad on the screen and is even worse on a mobile device.
    - may ONLY contain letters, a space or a dash
    - may contain <= 1 space, or <= 1 dash, but not both. Examples
      * “respect” is OK
      * “remote work” is OK
      * “remote-work” is OK
      * “supercalifragilistic” is too long
      * “I love SHRM” is BAD b/c it has > 1 space
      * “I-love-SHRM” is BAD b/c it has > 1 dash
      * “I love-SHRM” is BAD b/c it has a space AND a dash
  + clue: String (optional). If length of clue > 0 then a text-based clue will appear after the user presses the clue button and waits for the 3 second add to disappear
  + factiod: String (optional, but highly preferred). If the length of factoid > 0 then the factoid will appear after the user finished the game.
  + url: String (optional, but highly preferred). If the length of factoid > 0 AND the length of url > 0 then the url will appear as “Learn more” at the end of the factoid..
* Schedule.json should be maintained by Marketing, but updated by WebStrategy, Creative Services or IT.