FindTheObjects.docx

CSC 335

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Find the Objects: Wordle

**View Classes**

**WordleGUI** - This would be the main GUI class displayed. It would be a JavaFX Application that contains the other GUI view classes and displays them in a GridPane. **"As a user, I want to play Wordle."**

**LoginCreateAccount** - This would be the GUI class that a user would use to log into the Wordle application. It would use its own GridPane with several TextFields and Buttons that handle the user logging in or out. **"As a user, I want to log in to the Wordle game to save my games."**

**WordleBoard** - This would be the GUI class responsible for displaying the Wordle game grid. It would use a GridPane with Labels and interface with the model to update accordingly. It would also have a text entry field of some kind for the user's guessing. **"As a user, I want to see the guesses I made before and their details." "As a user, I want to make a guess."**

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**Model Classes**

Wordle - This would be the main model class representing a game of Wordle. It would store the correct answer, the guesses made so far, and other details relating to the game. **"As a user, I want to play Wordle."**

**WordleAccount** - This would be a model class representing a user's Wordle account. It would contain details on the player's statistics, and likely be responsible for saving games in progress. There might be a static map used to assist with saving the login information and mapping it to accounts. **"As a user, I want to log in to the Wordle game to save my games."**

**WordleDictionary** - This would be a model class representing the word validation systems used in a game of Wordle. It would reference a file with the valid list of Wordle words. This would have a 'get random word' function for setting up the Wordle class game, a 'is valid word' function for checking if a user can guess a certain phrase, and likely more. **"As a user, I want to be prevented from guessing something that isn't a word."** **"As a user, I want my Wordle game to have many random possible words."**

**WordleGuess** - This would be a model class representing a single guess made by the user. It would have a 'compareAgainst' function that returns which letters are green and yellow when tested against the correct word. **"As a user, I want my guesses to be checked."** **"As a user, I want to know how many letters are correct, and/or which are in the correct positions."**