Documentation for

****Wordly by Back Mesa****

Made by Martin Minov

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| ***1.WHAT IS WORDLE?:*** |
| **Wordle** is a word puzzle game that challenges players to guess a five-letter word in six tries or less. It combines logic, vocabulary, and deduction. |
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| ***2. PROJECT DESCRIPTION:*** |
| 2.1.**Idea:** The idea is simply to create the game Wordle.  2.2 **How?:** Using C++ language on the Visual studio IDE.  2.3 **How to access the project?:** Through Github. |
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| **3. THE MAKING:** |
| 3.1. After we had the idea we started coding.  3.2. Everyone of us had an individual part of code that he should do.  3.3. After we were ready with the main part – the code, we had to make a README file  3.4. The next step was to make the documentation.  3.5. Last part was the making of the presentation. |

# Wordle game features:

* Random word selection from a predefined word list.
* Interactive gameplay with feedback on each guess.
* Configurable number of attempts.
* Case-insensitive input handling.
* Simple and clear interface.

# Our team is:

* [**Kristian Andreev – KRAndreev23 -**](https://github.com/KRAndreev23)
* [**Yavor Velizarov**](https://github.com/YAVVelizarov23) **- YVVelizarov23 -**
* [**Mihail Karanikolov**](https://github.com/MYAKaranikolov23) **MYKaranikolov23 -**
* [**Martin Minov**](https://github.com/mminov23) **– MIMinov23 -**

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| **Participant** | **Role** |
| **Kristian Andreev** | **Scrum Trainer** |
| **Martin Minov** | **Back End Developer** |
| **Mihail Karanikolov** | **Front End Developer** |
| **Yavor Velizarov** | **Designer** |

