Wordle Portle

Hard Inting Ducks: Yoonah Chang, Josephine Lee, Eric Guo, Rayat Roy

SoftDev pd2

P02 -- Wordle Portle Design Document

2022-03-01

Time Spent: 1.5 hours

Target "ship date": 3/28/22

Project Description: Our lord and savior GlaDOS has given us our newest puzzle. Due to [REDACTED] Corporation not releasing a new entry into the series, GlaDOS has made a new puzzle without them knowing. This is the Wordle Portle, a project designed to test human intelligence through logical deductive reasoning and puzzles. Do not disappoint.

 Wordle gives players six chances to guess a randomly selected five-letter word. As shown above, if you have the right letter in the right spot, it shows up green. A correct letter in the wrong spot shows up yellow. A letter that isn't in the word in any spot shows up gray.

Program Components:

- 1. Python file handles databases and checking guesses
- HTML/Jinja templates rendering pages
- 3. SQLite database storing usernames and passwords, user statistics (streaks)
- 4. JS files for animation entering a guess, celebration after guessing the correct word
- 5. APIs creates word to be guessed

Templates:

Login.html - login page

Register.html - register page

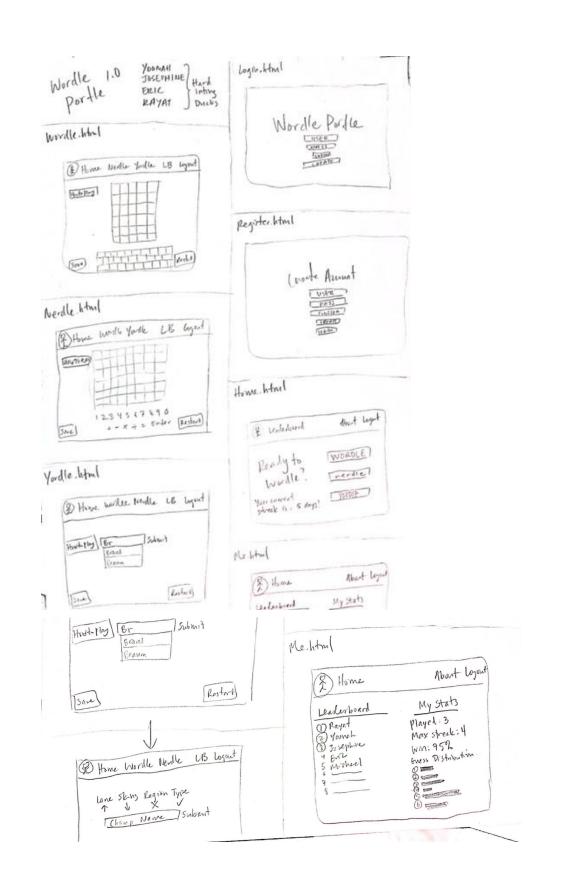
Me.html - contains user statistics and leaderboard

Home.html - Home page after login

Wordle.html - original Wordle game

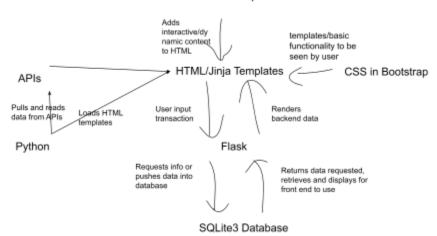
Nerdle.html - nerdle game (math game)

Yordle.html - league game (guessing League of Legends champions)

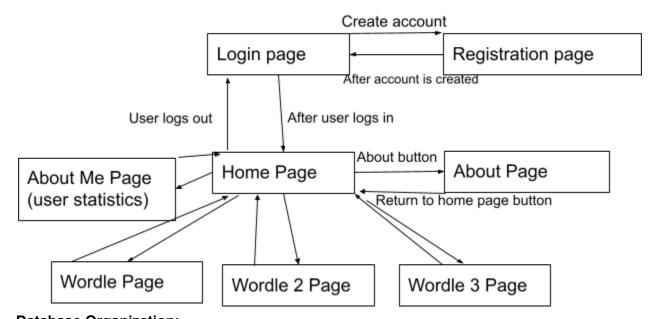


Component Map:





Site Map (frontend):



Database Organization:

Table of Users and Passwords with statistics:

| User | Password | Wordle_Streak | Nerdle_Streak | other_streaks |
|-----------------|-------------------------|--|--|----------------------------------|
| <user1></user1> | <password1></password1> | <wordle_streak1< td=""><td><nerdle_streak1< td=""><td>More table columns for each -dle</td></nerdle_streak1<></td></wordle_streak1<> | <nerdle_streak1< td=""><td>More table columns for each -dle</td></nerdle_streak1<> | More table columns for each -dle |

| <user2></user2> | <password2></password2> | <wordle_streak2< th=""><th><nerdle_streak2 ></nerdle_streak2 </th><th></th></wordle_streak2<> | <nerdle_streak2 ></nerdle_streak2 | |
|-----------------|-------------------------|--|---|--|
| | | | | |

APIs:

- 1. WordsAPI
- 2. Random Word gets random animal

Breakdown of tasks:

Yoonah - PM; Frontend (JS) Josephine - Frontend (HTML, CSS)

Eric - Backend (JS)

Rayat - Backend (Python file; database handling)

Wordles:

- 1. Wordle
- 2. Animal Wordle(Birdle)
- 3. Nerdle
- 4. Yordle (League)
 - a. Most common lane
 - b. Amount of skinz
 - c. Region (lore)
 - d. Type? (assassin, tank, mage)

Front end framework selection:

We'll be using Bootstrap for our front-end framework. We'll be taking advantage of Bootstrap's custom cards to display the different Wordles, and their overall visually appealing styles of CSS/templates for the user to gaze at adoringly. We will also use Bootstrap's drop down menu, navigation bar, and button components to add parts of our different APIs.