

Team Name: EasyHR  
SoftDev  
P02--Improved Wordle

Name	Ducky
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<https://www.gloomaps.com/vlbEJQRYHp>

Project: Wordle

Program Features:

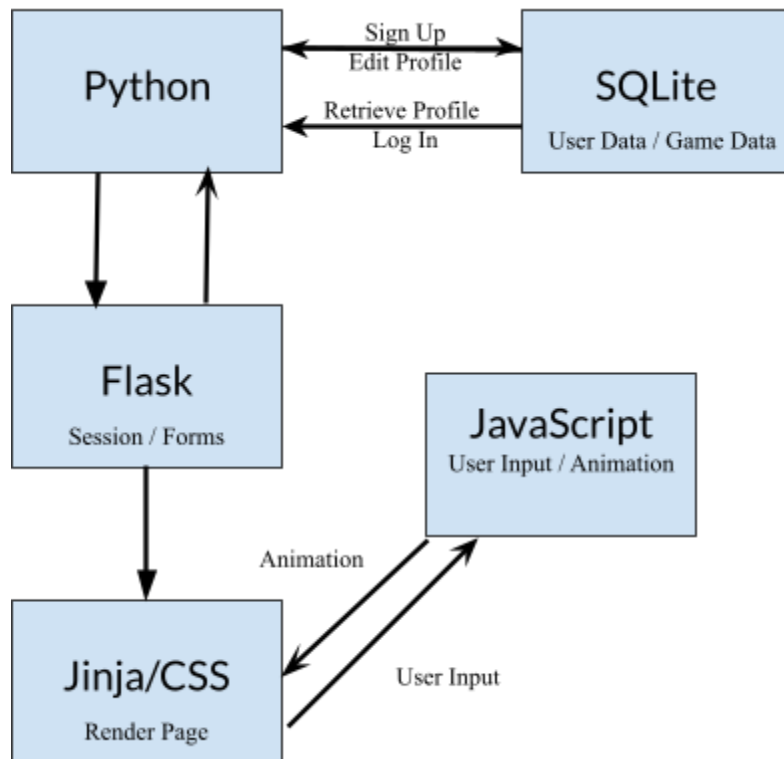
- Wordle (5 letter word guessing game) (random 5 letter word from a list)
- Adding user signup + login
- Saves users game history, providing a profile page to view past games
  - Possible trend feature
  - Ability to view other users profiles as well
- Possibly adding a new gamemode to Wordle that is time based
  - Complete a worlde as fast as possible
- Possibly adding a new gamemode to World that is life based
  - 3 lives, wordle survival.
  - 3 free guesses per word (Shields)

Program Components:

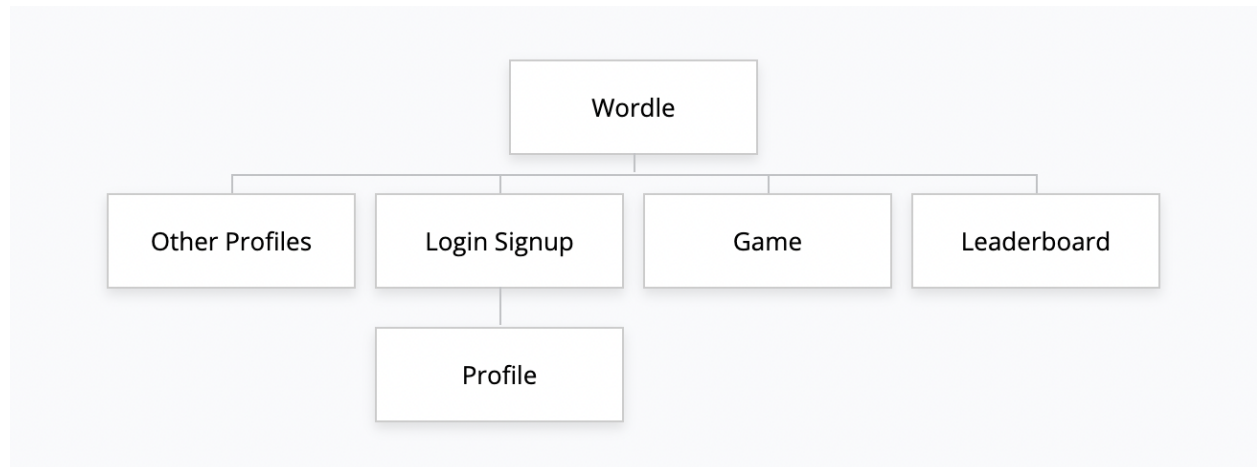
- Python
  - The python app would be used for the creation of the database itself and for inserting data / pulling data from it.
- SQLite
  - We use SQLite to interact with our database. The commands used in the python app would come from this component.
- Jinja
  - Jinja takes the data from the backend for the website contents and other bits and puts them where we want in our webpage.
- Flask
  - Flask serves the actual web pages jinja will be rendering (does network stuff).

- CSS
  - Bootstrap to have a coherent theme
  - Custom CSS to fine tune certain elements of the front-end
- Javascript
  - To provide simple animation for our website to make everything look smooth

Component Map:



Site Map:



Database Organization:

1. USERS

ROWID	username	password	userfile(game history)
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## Task Assignments:

Name	General
Edwin Zheng	Front End (HTML + CSS)
Zhao Yu Lin	JS (Animation)
Han Zhang	Backend (Game code)
Raymond Yeung	Backend (Flask + Database)

## Tentative program components and funcs:

signup()

    User signup

login()

    user login

wordleDone()

    Check if the daily wordle is done

displayClock()

    Display time until next update(EST 12:00 AM) if wordleDone(), else nothing displayed

game()

    Shows actual game

## MVP

-Default Wordle Game

-Leaderboard

-Log in

## Additional Features

Wordle Rush

Wordle Survival

Time until next update

## WordleSurvival Page

Var life

Var shield

wordleSurv()

Wordle game

checkLife()

Check if has life

checkShield()

Check if has shield

subtractLife()

If shield = 0, subtract life

subtractShield()

subtractShield

userGuess()

If user guess wrong, if checkShield() = 0, subtractLife()

, else subtractShield()

If user guess correct, new wordleSurv()

Delivery date: 3/23/22