

Team Name: EasyHR
SoftDev
P02--Improved Wordle

Name	Ducky
Edwin Zheng(PM)	Jeffrey
ZhaoYu Lin	Timber
Han Zhang	Sirap
Raymond Yeung	Pengu

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

Project Ideas:

1. Wordle
2. 2048
3. Snake

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)

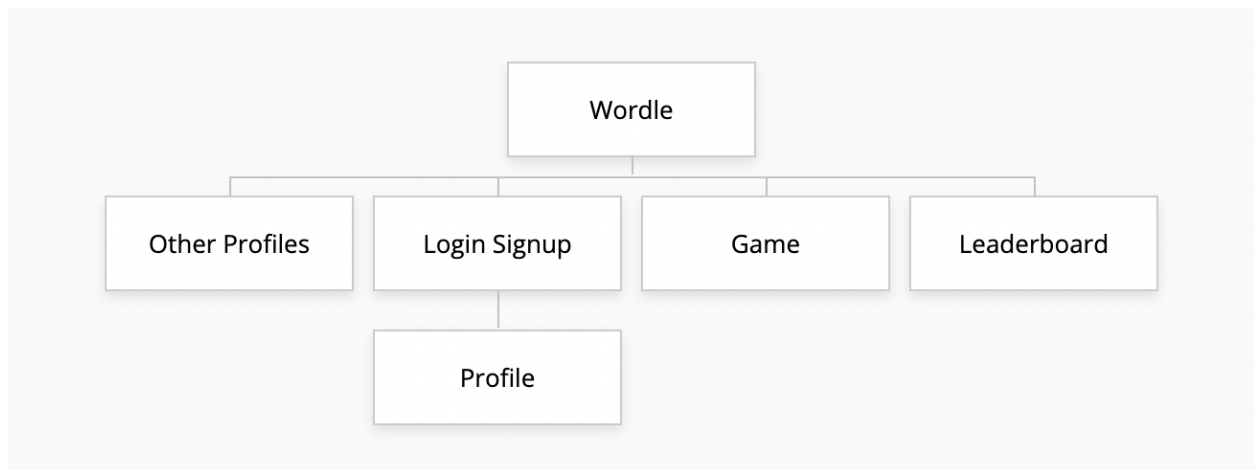
Program Components:

- 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	Breakdown
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: 4/7/22