

Wordlemaxxers

Team Wordle-Fibble 5

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&

Conner Casey

Team Information

- ❖ Everyone on the team is using Windows 11.
- ❖ Each member has a personal laptop to access code.
- ❖ Our team meets every **Saturday @ 2 PM EST**

Project Info

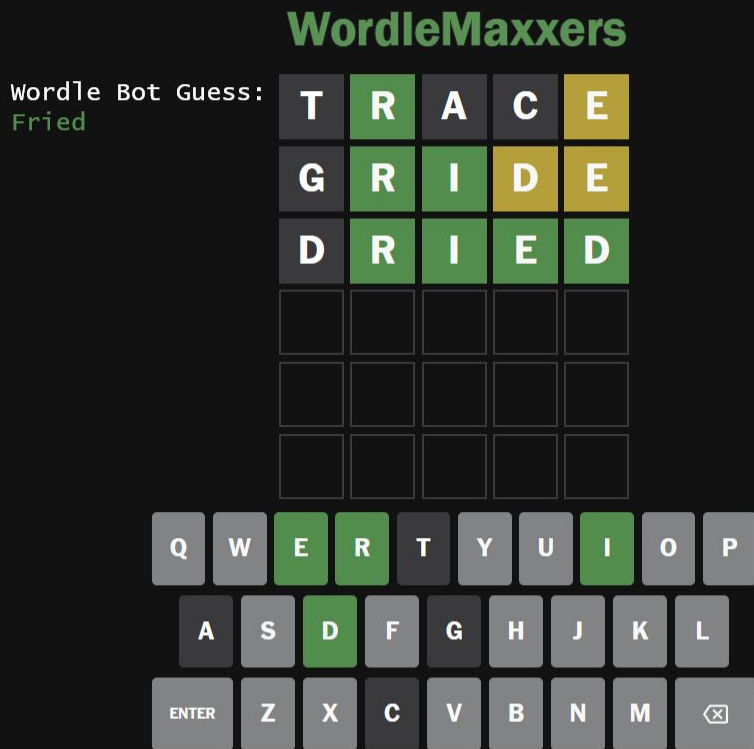
❖ Description

- Recreate the game Wordle
- Create an AI that solves the games' puzzles.

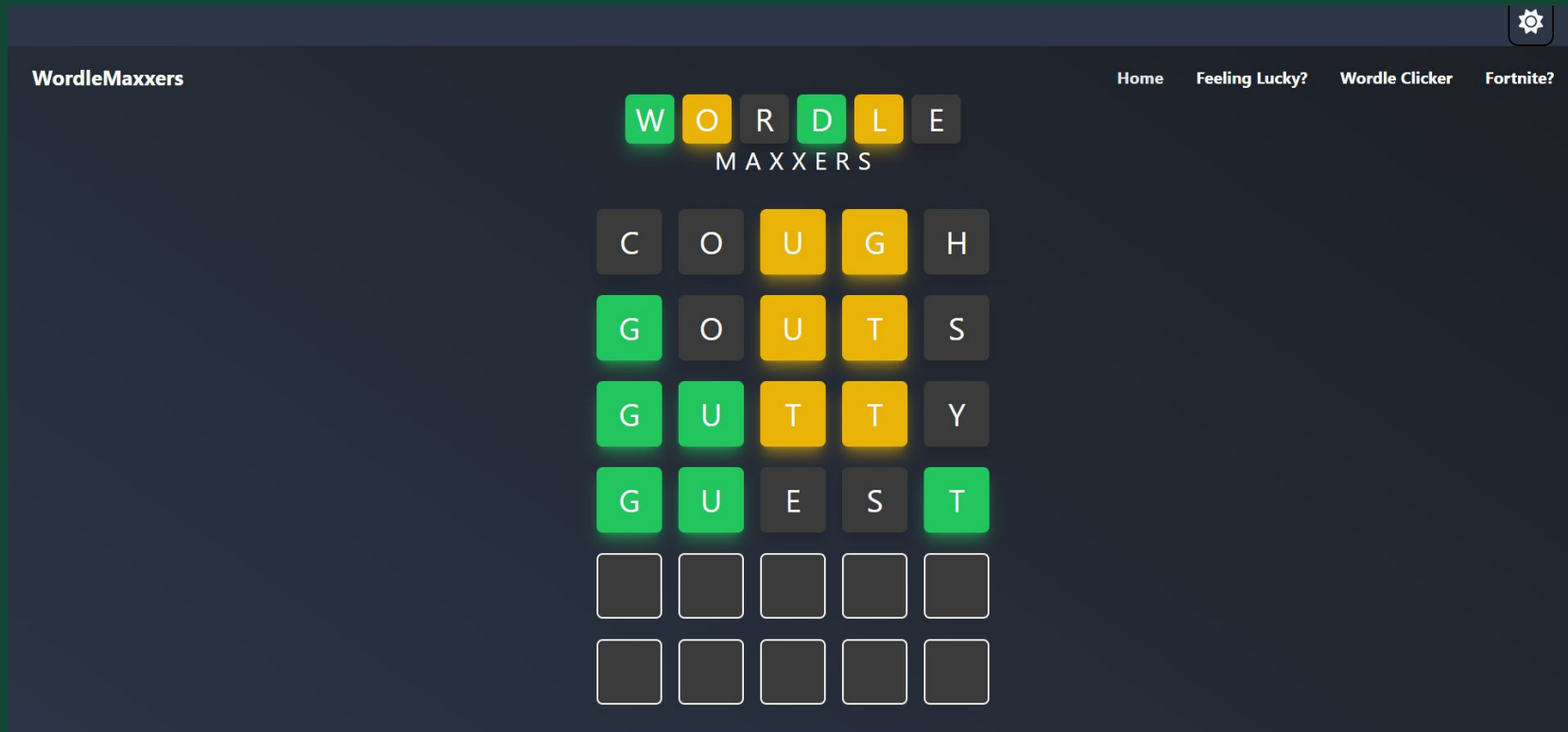
❖ Goals

- Fully implement the game and webapp design.
- Have an AI that works efficiently.

Our GUI Mockup

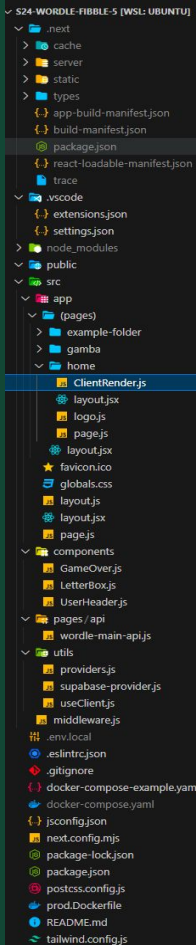


Our Current Development



Current Code Base

- ❑ Wordle Frontend logic is handled in the home folder in the ClientRender.js file.
- ❑ Wordle Backend logic is handled in the wordle-main-api.js file.
- ❑ The wordle logic was translated from Python into JavaScript
- ❑ Other Pages are located in the (pages) folder & main code is in their client render files



Current Code Stack

- ❖ VScode in WSL - IDE
- ❖ Biome.js - Static Analysis (VScode extension)
- ❖ Chrome Dev Tools - Dynamic Analysis
- ❖ HTML - Front End Formatting
- ❖ Tailwind CSS - Front End Formatting
- ❖ React.js - Front End Logic
- ❖ Next.js - Back end
- ❖ REST API with Supabase

Tool Stack

- ❑ GitHub (Code Management)
- ❑ Node.js (RunTime Environment)
- ❑ VsCode (IDE)
- ❑ Biome.js (Static Analysis)
- ❑ Next.js (Back end)
- ❑ React.js (Front end)
- ❑ Chrome Dev Tools (IDE, Dynamic Analysis)
- ❑ Docker (Virtualization)
- ❑ Supabase (API, Database)
- ❑ GitHub (Verification, tests if Docker builds before merging)

Testing/Verification

The screenshot shows the GitHub Actions interface for a workflow named 'merging owrdle clicker and brainrot #17'. The workflow is in a 'Completed' state, indicated by a green checkmark. The left sidebar shows the 'Summary' tab selected, with a list of jobs including 'build-and-run'. The main content area displays the 'build-and-run' job details, showing it succeeded 18 hours ago in 1m 51s. A list of steps is shown, all of which completed successfully. The steps include: Set up job, Checkout repository, Set up Docker Buildx, Build and Load Docker Image, Post Build and Load Docker Image, Post Set up Docker Buildx, Post Checkout repository, and Complete job. The 'Build and Load Docker Image' step is the longest, taking 1m 42s. The interface includes a search bar at the top, navigation links (Code, Issues, Pull requests, Actions, Projects, Wiki, Security, Insights, Settings), and a 'Re-run all jobs' button.

Code Issues Pull requests **Actions** Projects Wiki Security Insights Settings

← Docker Build and Run

✓ merging owrdle clicker and brainrot #17 Re-run all jobs

Summary

Jobs

✓ build-and-run

Run details

Usage

Workflow file

build-and-run succeeded 18 hours ago in 1m 51s Beta Give feedback Search logs

- > ✓ Set up job 1s
- > ✓ Checkout repository 1s
- > ✓ Set up Docker Buildx 4s
- > ✓ Build and Load Docker Image 1m 42s
- > ✓ Post Build and Load Docker Image 0s
- > ✓ Post Set up Docker Buildx 2s
- > ✓ Post Checkout repository 0s
- > ✓ Complete job 0s

Work Summary

❖ Previous work

- **Full-Stack** development of the original wordle code logic From Python to the JS tool stack
- Team members are currently focused on learning the tool stack by developing their own pages in addition to helping with the main branch
- Added Web Pages & Nav Bar
- Merged Branches & Update UI
- Fixed Merge Issues

❖ Future projections

- Fix UI issues
- Work on Gambling Function
- Log Ins & Leaderboard
- Working on implementing the AI
- Add Keypad for mobile support

Izaak White: Static Analysis

```
# globals.css 3 JS Navbarjs 9+ X
3560 > s24-wordle-fibble-5 > src > components > (pages) > JS Navbarjs > ...
52   const Navbar = () => {
105   const navLinks = (
137     <li>
138       <NavLink>
139     </li>
140   </ul>
141 </ul>
142 );
143
144   return (
145     <nav
146       className={`
147         ${isOpen ? "fixed top-0 left-0 h-screen w-full bg-primary dark:bg-dark-primary transition-all duration-300" : "sticky top-0 left-0 w-full"} Expected a semicolon
148         ${isScrolled && scrollDirection === "down" && isOpen ? "opacity-0 z--50 pointer-events-none transition-all duration-500" : ""} Expected a semicolon
149         py-4 px-6 z-20 Expected a semicolon or an implicit semicolon after a statement, but found none
150       `}
151     >
152       /* Background pseudo-element */
153       {isScrolled && isOpen && (
154         <div
155           className="absolute inset-0 bg-primary dark:bg-dark-primary opacity-20 dark:opacity-20"
156         </div>
157       )}
158
159       <div className={` ${isOpen ? "flex flex-col items-center justify-between" : ""} container mx-auto h-full`} > Expected a semicolon or an implicit semicolon
160       <div className="flex justify-between items-center w-full">
161         /* Hamburger menu */
162         <div className="z-10 lg:hidden">
163           <button
164             onClick={() => setIsOpen(!isOpen)}
165             className="focus:outline-none"
166             type="button"
```

Biome is what we all used for static analysis. Biome.js is a static analysis tool for JavaScript, providing insights into code quality, security, and performance. It efficiently identifies potential bugs, security loopholes, and performance bottlenecks early on (Before Running), ensuring a more robust and secure codebase.

We used chrome dev tools for dynamic analysis. To track JSON object issues during run time.

Do Live Demo

Questions?

End Of Presentation



Grading Items



Meeting Attendance Sheet

- ❖ 2/10/2024 - All members attended
- ❖ 2/17/2024 - All members attended
- ❖ 2/24/2024 - All members attended
- ❖ 3/02/2024 - All members attended
- ❖ 3/09/2024 - All members attended
- ❖ 3/18/2024 - All members attended

ww655421/izaakwhite - Summary

- ❖ Merged Rot, Wordle Clicker, & Wordle Together. Resolved Conflicts, pushed return of target word only on lose
- ❖ Working On Developing the wordle solver algorithm
- ❖ Working On UI

Commits - izaak

```
o izaakwhite@Izaaks-Laptop:~/3560/s24-wordle-fibble-5$ git log
commit 444e822442342513228c4c7fa501c91d3e113444 (HEAD -> next-js-izaak-dev, origin/next-js-izaak-dev)
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 17:41:46 2024 -0400
```

Moaner, they are severe errors in wordle home,, yellow logic wrong & not ending && resetting

```
commit 6a0c22c40c10c4758ada9195ecb2f5a19d8f7cb0
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 16:03:12 2024 -0400
...skipping...
commit 444e822442342513228c4c7fa501c91d3e113444 (HEAD -> next-js-izaak-dev, origin/next-js-izaak-dev)
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 17:41:46 2024 -0400
```

Moaner, they are severe errors in wordle home,, yellow logic wrong & not ending && resetting

```
commit 6a0c22c40c10c4758ada9195ecb2f5a19d8f7cb0
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 16:03:12 2024 -0400
```

REMOVED MY BUTTONS,,, STUFF IS MERGED

```
commit d1468d4fbfb7b306f6696264b978674b2b4117fe
Merge: 6145f7a 5bc8809
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 15:55:48 2024 -0400
```

MOANER

Merge branch 'next-js-izaak-dev' of https://github.com/OU-CS3560/s24-wordle-fibble-5 into next-js-izaak-dev

```
commit 6145f7a99a459e1fa8f1f31166ce8e652557aa3c
Author: Izaak White <ww655421@ohio.edu>
Date: Mon Mar 18 15:55:18 2024 -0400
```

FIXED IT SO IT RUNS ON BUILD XD

```
commit 24a96fb5bf4d1c9e323f0e9572429c3849856411
Author: Izaak White <ww655421@ohio.edu>
Date: Sun Mar 10 23:18:44 2024 -0400
```

tried to make it so current row only flips, doesnt work lol, added matts rot

```
commit 97b0a8366cf5b9c4b68109704c03522f15ccbdcb
Author: Izaak White <ww655421@ohio.edu>
Date: Tue Mar 5 11:42:59 2024 -0500
```

return target word on lose

```
commit 92558059cdf78be995d8a320d4bf5f4ed3f4db04
Author: Izaak White <ww655421@ohio.edu>
Date: Tue Mar 5 11:27:53 2024 -0500
```

Trying to add return of target word

[LINK](#)



jm170321/jmoner17 - Summary

- ❖ Developed wordle gambling feature backend in Python
- ❖ Created github workflow that automatically builds docker images of project upon git commits
- ❖ Created Navbar to navigate to other pages on website
- ❖ Moved session component to Root scope so session token generation occurs on any page
- ❖ Updated RLS policies in Supabase and updated certain API functions to use service API keys instead of ANON

Commits - Josh

```
commit 5ef46e937570c10cad2c1373e045c8bec6d33842
Merge: bc8d9acd e36d86f
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 18 06:24:21 2024 -0400
```

Merge pull request #11 from OU-CS3560/next-js
added docker workflow

```
commit bc8d9acd3138470c6cbca90de13367d5a043f
Merge: ed8e79c 5605ede
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 4 03:52:22 2024 -0500
```

Merge pull request #10 from OU-CS3560/next-js
finished python implementation of slot machine

```
commit ed8e79c6af667dbed74b1d1eb60afabc8759c9
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Sat Mar 2 22:36:13 2024 -0500
```

Update docker-image.yml

```
commit 8fed7e99ec0466bcbcd89a5dcab9898d81ba5
Merge: 8d1530b beedbd9
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Sat Mar 2 22:34:19 2024 -0500
```

Merge pull request #9 from OU-CS3560/jmoner17-patch-1
Create docker-image.yml

```
commit beedbd8067aa54991000b42ee356762bb3f798f
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Sat Mar 2 22:32:19 2024 -0500
```

Create docker-image.yml

```
commit 0d1530bb494e1aacfe5347bf80f6d958dd4a5614
Merge: 36a8df6 26bdda1
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Sat Mar 2 03:29:44 2024 -0500
```

Merge pull request #8 from OU-CS3560/next-js
halfway done with python script

```
commit 36a8df64b9520a57a2375ab6e852680d2e7f9fb9
Merge: e2ef3e0 36fb660
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Sat Mar 2 00:52:02 2024 -0500
```

Merge pull request #7 from OU-CS3560/next-js
Next js

```
commit e2ef3e08062f315380654c4c0b1ec3838ba6857
Merge: 76c2dd4 2143458
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Tue Feb 27 22:45:34 2024 -0500
```

Merge pull request #6 from OU-CS3560/next-js
BUG FIX: local storage persisting after cookie clear

```
commit 054e1b54850096c2a2d8dbb2665b82e5ea6e46e2 (main)
```

Merge: 8828087 d1468d4
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 18 16:24:40 2024 -0400

Merge pull request #14 from OU-CS3560/next-js-izaak-dev

merging wordle clicker and brainrot

```
commit 5bc88095c976b836f71679536ad217d36e75ae18
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 18 15:41:41 2024 -0400
```

Update ClientRender.js

```
commit c073b5b6ee5fa8c129e70245e405d3f6e77ea979
Merge: 2794ad2 8828087
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 18 15:27:51 2024 -0400
```

Merge branch 'main' into next-js-izaak-dev

```
commit 882808728cecc3fb5dc8ed6d25eb99285a6c85fb
Merge: 2fc7019 7e209fd
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date: Mon Mar 18 15:21:35 2024 -0400
```

Merge pull request #12 from OU-CS3560/next-js

added navbar implementation

mt939121/MTaylor03- Summary

- ❖ Worked to test the code base of our game.
- ❖ I have my own dev-branch where I developed a small webapp to show understanding of code stack.
- ❖ Suggested further functions to deal with special cases.
- ❖ Organized team meeting and next week's project workload distribution
- ❖ Working on AI strategies

Commits - Matt

```
relate@LAPTOP-BDMLB84A:~/s24-wordle-fibble-5$ git commit -m "Fortnite?"
[next-js-dev-matt 599c260] Fortnite?
3 files changed, 75 insertions(+)
create mode 100644 src/app/(pages)/fortnite/layout.jsx
create mode 100644 src/app/(pages)/fortnite/page.js

commit 514340145b0c834bfff1b06f8403a28bc1372db10 (HEAD -> next-js-dev-matt, origin/next-js-dev-matt)
Author: Matt Taylor <mt939121@ohio.edu>
Date: Tue Mar 5 11:26:35 2024 -0500

    Rot

commit 599c260e1624bd21d78a36dea22c730e1b05008b
Author: Matt Taylor <mt939121@ohio.edu>
Date: Wed Feb 21 23:40:45 2024 -0500

    Fortnite?

commit 8de1eb7646fdccf01b97641f0564ed85fa8408c2 (origin/main, origin/HEAD, main)
Merge: d20e8b9 621d15f
```