Wordlemaxxers

Team Wordle-Fibble 5

Izaak White, Matt Taylor, Josh Moner

&

Conner Casey

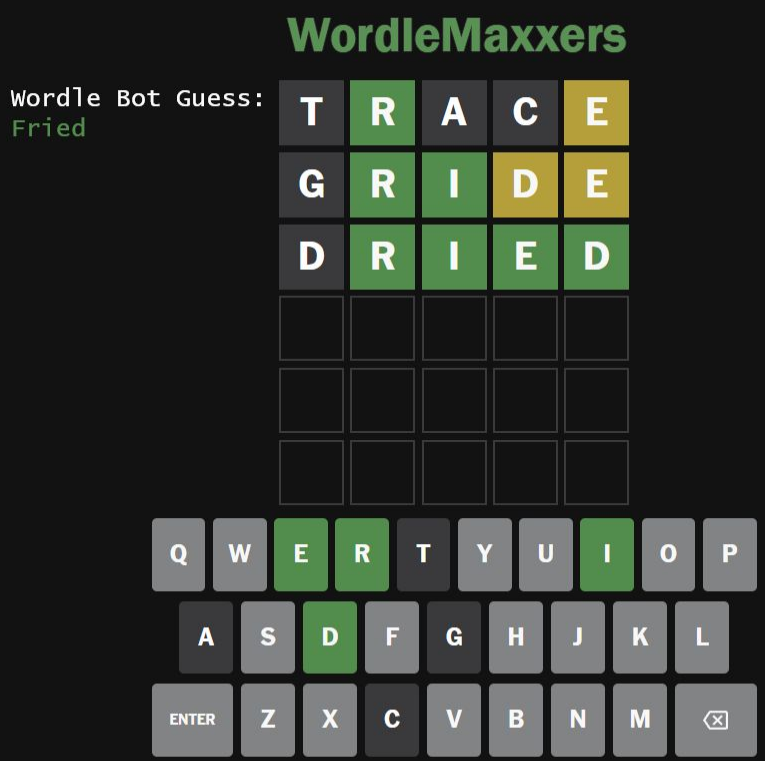
Team Information

- 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.

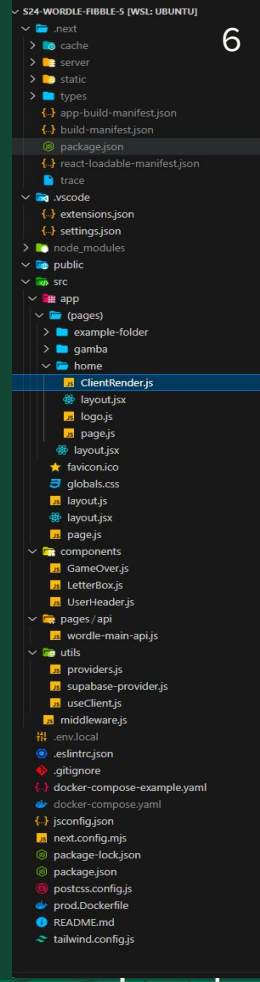
Our GUI Mockup



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



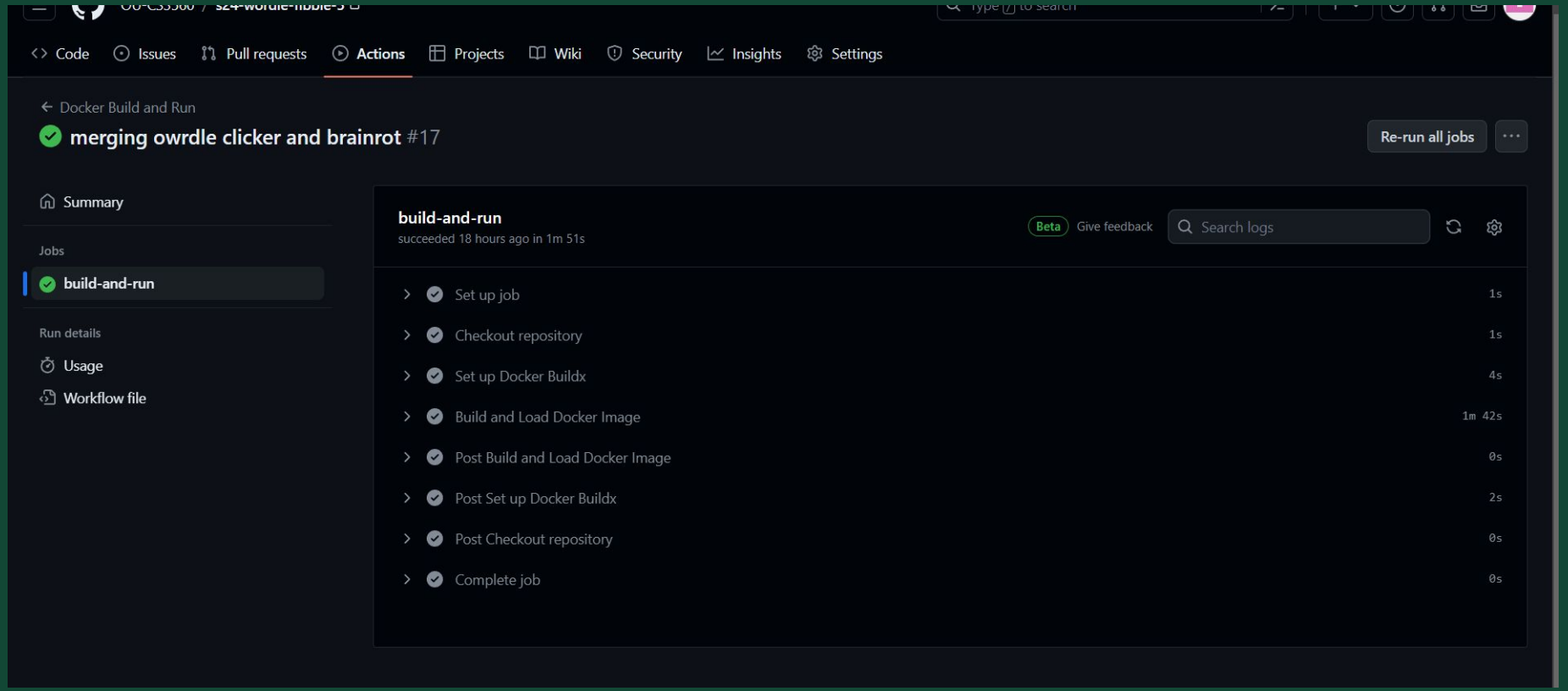
Current Code Stack

- 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)

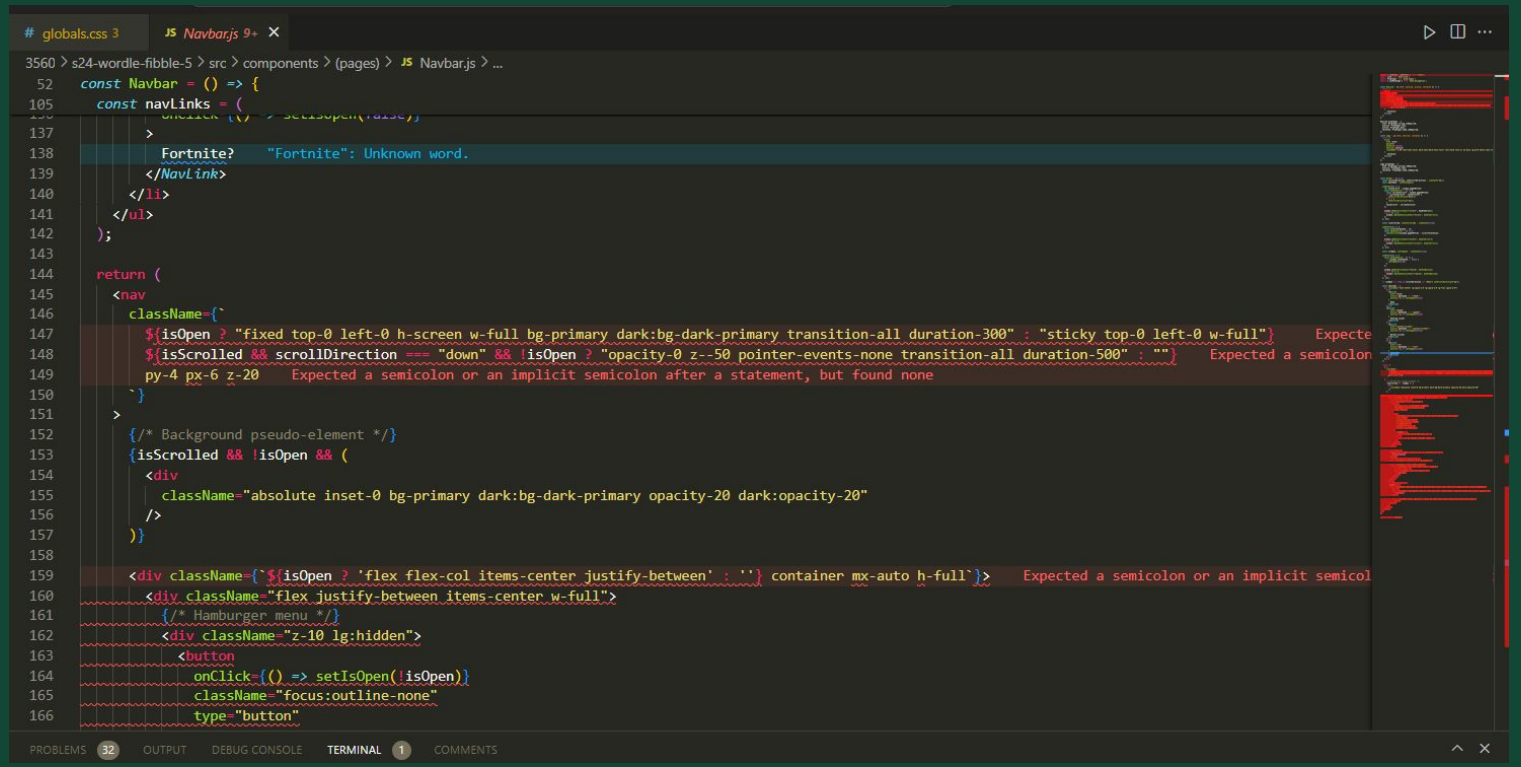
Testing/Verification



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



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

```
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
```

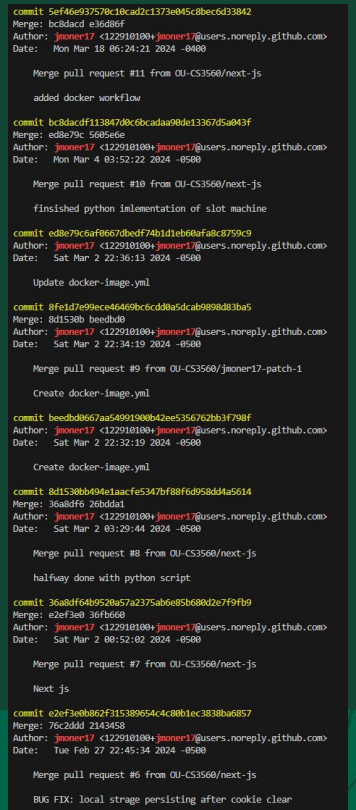
```
commit 24a96fb5bf4d1c9e323f0e9572429c3849856411
Author: Izaak White <ww655421@ohio.edu>
Date:   Sun Mar 10 23:18:44 2024 -0400

    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: bc8dacd 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 bc8dacdf113847d0c6bcadaa90de13367d5a043f
Merge: ed8e79c 5605e6e
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

    finsished python imlementation of slot machine

commit ed8e79c6af0667dbedf74b1d1eb60af8c8759c9
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date:   Sat Mar 2 22:36:13 2024 -0500

    Update docker-image.yml

commit 8fe1d7e99ece46469bc6cdd0a5dcab9898d83ba5
Merge: 8d1530b beedbd0
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 beedbd0667aa54991900b42ee5356762bb3f798f
Author: jmoner17 <122910100+jmoner17@users.noreply.github.com>
Date:   Sat Mar 2 22:32:19 2024 -0500

    Create docker-image.yml

commit 8d1530bb494e1aacfe5347bf88f6d958dd4a5614
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 36a8df64b9520a57a2375ab6e85b680d2e7f9fb9
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 e2ef3e0b862f315389654c4c80b1ec3838ba6857
Merge: 76c2ddd 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 strage 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
```

FOREVER OHIO

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 514340145b0c834bff1b06f8403a28bc1372db10 (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
```