**Group**: Beatriz Glaser, Thuy Määttä, Elizabeth Witney, Kabir Bissessar, Sai Deepanker Kanjarla, Yeonwoo Yook (Zoe), Rafal Ciechanski, Harvey Lim and Jaime Montero

Game description: Wordle – Wordo

// game description

The game is a guessing type of game. Each day, the game on the server randomizes a 5-letter word. The players on that day have 5 chances to guess the five-letter word. The game is based on user input. And for each guess, the program prints which letters are on the correct position.

Use case: The word of the day is “plane”. The user makes their first guess “arrow”. The program will then print “-XXXX“.

- à indicates a correct letter but in the wrong place

X à indicates an incorrect letter that is not on the word.

+ à indicates a correct letter with the correct placement.

// how will the connection work

The game will be on the server and the users will have a mobile app to play the game. The input of the user will be sent through the app as a string and executed on the server. The server then sends back a string that tells the user one of the following: the correct letters (e.g.: “XX-+X”), a message saying you ran out of guesses, or a message congratulating the user for guessing correctly.