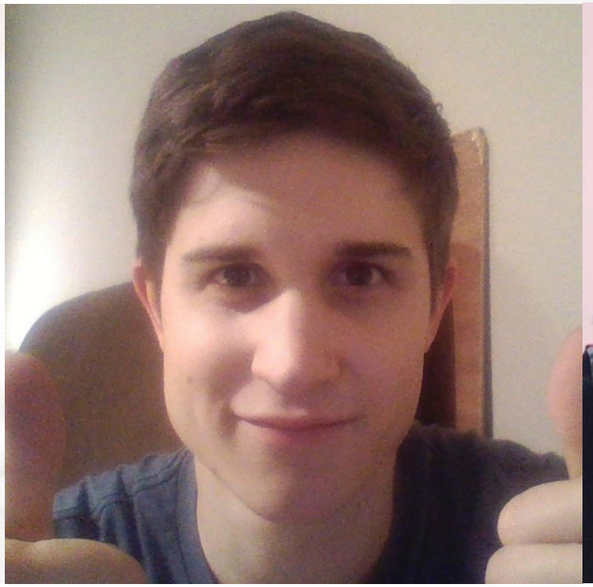
Spelling Bee

by the Lady Bees

developer bees

H’Liana N



Lorin S

Nikki C

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problem domain

We wanted to create a text-to-speech Spelling Bee Game with the following:

- User login and chooses the amount of words to be tested on
- Creating audio files that can be played for the user
- Get random words and find sentences to pair with them
- Save user details such as name, score and missed words
- View stats when returning to the page

implementation

- Generate random words (using random-words npm package for easy words and Wordnik API for harder words)
- Have the random words go through a difficulty check through TwinWords Language Scoring API based on user input
- Words that fall into that difficulty level then get passed to Webster Merriam Dictionary API, where it pulls sentences
- These word objects then go to the Google Cloud's Text to Speech, where it generates mp3 files of the words and sentences.
- All of these objects are brought into the frontend, and jQuery was used to track score.
- Scores can be saved and retrieved from a MongoDB.
- Users can play again -- app will delete all previous mp3 files and generate new words.

demo

Hi my name is name , and I want to play a(n) Easy game of Spelling Bee with three questions.

0 of 3
liana
easy

the _____ of a ship

hear word | use in a phrase

Spell word here

We coded

We cried

We failed

We tried again

We succeeded

bee-yond today...

- Complete this idea with our original intent - Google Home
- Being able to add your own list of words
- Include definitions
- Be able to share your scores and play against others

you win some, you lose some

Challenges

*mid-project change up of our implementation platform

*dictionary API was a monster!

*technical issues

Wins

*figuring out the dictionary API

*a chance to jump further into testing

*Able to complete one of our stretch goals (word difficulty)

Thank you.

any questions?