

# WORD SEARCH

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**DEMO**

<http://levonayim.github.io/wordsearch/www>

## **TECHNICAL DECISIONS:**

**IONIC FRAMEWORK + ANGULARJS**

**JQUERY**

**JQUERY - WORDSEARCH LIBRARY**

**ANIMATE.CSS**

**HTML + CSS**

# FEEDBACK TO USERS (CUSTOM LOGIC)

## SIZING THE GRID & PLACING WORDS INTO THE GRID

```
$scope.startGame = function () {  
    //start the game loop  
    //framerateInterval = setInterval(updatePosition, framerate);  
    var words = "three,four,mozart,bach,meyer,rose,mahler,movie,pie,cupcakes,lamb,cheese,quilt,"  
    + "earth,mars,mercury,neptune,five,six,seven,eight,pluto,saturn,jupiter,one,two";  
  
    //attach the game to a div  
    $("#theGrid").wordsearchwidget({"wordlist" : words,"gridsize" : 7});  
};
```

```
var puzzleGrid = "<div id='rf-searchgamecontainer'><table id='rf-tablegrid' cellpadding=0 cellspacing=0 class='rf-tablestyle'>";  
for (var i=0;i<grid.size();i++) {  
    puzzleGrid += "<tr>";  
    for (var j=0;j<grid.size();j++) {  
        puzzleGrid += "<td class='rf-tgrid'>" + cells[i][j].value + "</td>";  
    }  
    puzzleGrid += "</tr>";  
}  
puzzleGrid += "</table></div>";  
$(container).append(puzzleGrid);
```

# FEEDBACK TO USERS (CUSTOM LOGIC)

## VISUAL FEEDBACK

```
var Visualizer = {  
  
  glow : function (c) {  
    $(c).removeClass("rf-armed")  
    .removeClass("rf-selected")  
    .addClass("rf-glowing");  
  },  
  
  arm : function (c) {  
    $(c) //.removeClass("rf-selected")  
    .removeClass("rf-glowing")  
    .addClass("rf-armed");  
  },  
  
  restore : function (c) {  
    $(c).removeClass("rf-armed")  
    .removeClass("rf-glowing");  
  
    if ( c!=null && $.data(c,"selected") == "true" ) {  
      $(c).addClass("rf-selected");  
    }  
  },  
  
  select : function (c) {  
    $(c).removeClass("rf-armed")  
    .removeClass("rf-glowing")  
    .animate({'opacity' : '20'}, 500, "linear", function () {  
  
      $(c).removeClass("rf-highlight")  
      .addClass("rf-selected rotateIn")  
      .animate({'opacity' : 'show'}, 500, "linear")  
    })  
  }  
}
```

# FEEDBACK TO USERS (CODE)

## SOUNDCLOUD API

```
<script src="//connect.soundcloud.com/sdk.js"></script>
<script src="js/script.js"></script>
```

```
$.get(
  'http://api.soundcloud.com/resolve.json?url=' + State.soundCloudURL + '&client_id=67129366c767d009ecc75cec10fa3d0f',
  function (result) {
    State.soundCloudData = result;
    console.log(result);
    console.log(result.kind);

    if (result.kind == "user") {
      console.log(result.id);

      // https://stackoverflow.com/questions/10159802/getting-specific-users-track-list-with-soundcloud-api
      // get all tracks from user via /users/{user_id}/tracks
      SC.initialize({
        client_id: '67129366c767d009ecc75cec10fa3d0f'
      });

      SC.get("/users/" + result.id + "/tracks", function(sound) {
        State.soundCloudTracks = sound.length;
        State.soundCloudData = sound;
        sound = sound[0];
        console.log(sound);
        console.log(sound.title)
        console.log(sound.user.permalink)
        //sound.uri = sound.uri.replace(/.*?:\/\//g, "http://www.corsproxy.com/");

        h.renderSongTitle(sound);
        a.loadSoundHTML5(sound.uri + '/stream?client_id=67129366c767d009ecc75cec10fa3d0f');
      });
    }
  });
```

## WHAT WORKED

Simple to navigate through

The user is able to get the natural experience of solving a word search puzzle as if they were to do it with pen and paper

Clear and simple feedback through the use of colours.

## WHAT DIDN'T

Not clear what the user should do when they are finished solving the puzzle or if they want to restart it.

Soundcloud API can't be utilized due to the conflicts of versions for JQuery.