

Phase 1

#projects/anti-pattern game#

- explaining rules better:
 - brief description of the game
 - Show a losing case: with a pattern of 2 that got repeated and highlight the
 - ◆ XOXXOOXOOXOO
 - ◆ XOO is the pattern that was repeated
 - not losing case: pattern of 3 where one of them was repeated much later
 - ◆ XOXOXXO
 - ◆ XO was repeated thrice but not in succession
 - can be a pop-up like how wordle does:



How To Play

Guess the Wordle in 6 tries.

- Each guess must be a valid 5-letter word.
- The color of the tiles will change to show how close your guess was to the word.

Examples

W O R D Y

W is in the word and in the correct spot.

L **I** G H T

I is in the word but in the wrong spot.

R O G **U** E

U is not in the word in any spot.



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- Single-player and multiplayer are misnomers since the game is always a 2 player game...would be better to have a separate button for “remote play” (need to come up with a better name for this) and no need for a button for when both the players on the same system
- Remove the section on the bottom about pattern detection

- When a player loses, we need to show both the pattern and the sequence
 - for example, if the losing pattern is XXX, then just showing XXX won't cut it...if that would be enough, the players most likely would've caught it. We need to show both X and XXX
- Need to make a mobile first design:

