CRC Cards

ReadWordsFiles

- Read in the file and create a set of words
- Set one word from that file as the secret word
- Check if the word is in the set of words

- WordleModel

EndMessageView

- Initialize the end screen and set the styles
- Make end screen fade in
- Show "Invalid Word" if word is not valid

- WordleModel
- WordleView

WordleController

- Initialize event handling for typing on keyboard or clicking virtual keyboard
- Start new game is user would like to continue
- Take action from key pressed on virtual keyboard
- Take action from typing on physical keyboard and reflect that on the tiles
- Check validity of user input
- Get guess from tiles
- Make the keyboard letters draggable

- WordleModel
- WordleView
- Header
- GuessState
- GuessEvaluator
- EndMessageView

WordleMain

- The main method to show the initial scene and take care of handling clicks on the initial screen
- Then creates the second scene, the main scene where the use inputs a guess

- WordleModel
- WordleView
- InitialScreenView

Header

- Initializes all buttons in the header

- HeaderController

GuessEvaluator

- Creates a map of keyboard tiles with letter and style
- Create an evaluator for the guess
- Evaluate the guess
- Show the evaluation on the screen
- Determine whether the user won or lost

- WordleModel
- WordleView
- EndMessageView

WordleModel

- Takes the length of the word input from user and sets game accordingly
- Keeps track of the win streak
- Read files of words according to word length
- Initialize interface with header, tiles, adn virtual keyboard

- TileView
- VirtualKeyboardView
- Header
- ReadWordsFiles

InitialScreenView

- Creates the header portion, asks user to choose a game mode
- Creates the initial buttons with different modes
- Places group name on bottom of screen

- WordleMain

WordleView

- Initializes the scene graph of header, tiles, and virtual keyboard
- Perform tile flip, shakes the tile if incorrect input
- Updates the screen when user types
- Shows end message if winner or loser
- Changes the color of the tiles and the virtual keyboard

- WordleModel
- HeaderController
- GuessEvaluator
- WordleMain
- EndMessageView

Virtual Keyboard View

- Initializes the virtual keyboard using buttons with css styling

- WordleModel

TileView

- Initializes the tiles and the styling depending on user input for word length
- Tiles are rectangles wih a label for the letter

- WordleModel