

:::: Scope of Work Document

Project Title: “Word Connections”

Deliverables:

Describe your application in detail. What does it do? How does it work?

I will be creating a Word Connections (NYT) clone. The player will be given 16 words and must group 4 words into a shared category for a total of 4 categories. Each category will be based on a theme (e.g. colors, disney movies, words that end with a body part, etc), and each category will have different levels of difficulty. If the player picks 4 words correctly that correspond to one group, the group is locked in. However, if it's even one word off, the player will lose a life (4 lives in total). The game ends when all lives run out or if all categories are found.

Milestones:

Core Features(min 3)

- 1. File-Based Save System – Logs player performance data, including win/loss records**
- 2. Functional Logic – Conditionals & loops to control gameplay logic and user input**
- 3. Object-oriented programming – Classes & objects to organize code**

Special Features - How do you want it to work in the future after you have more time to develop the idea and your programming skills?

- Use AI to generate new word categories daily
- Create a similar GUI to the real game
- Daily streak leaderboard to track consecutive wins

Timeline: **FINAL PROJECT & PRESENTATION: Jul 2, 2025.**