

# WORDLE APP

Please try app APK on standard size screens, **6.4 inches**. App UI will overflow in small screen mobiles(<5 inches) and will not work.

**Google DRIVE link for APK and docs -**

[https://drive.google.com/drive/folders/1zy3lOKjyH8\\_xXKHbiJgkLKQAaxbc8IP?usp=sharing](https://drive.google.com/drive/folders/1zy3lOKjyH8_xXKHbiJgkLKQAaxbc8IP?usp=sharing)

**Please open this URL in chrome browser for best experience-**

WEB App Link- <https://matchr-8e94e.web.app>

Github Link- <https://github.com/satyamraj123/wordle>

**Q1. A brief note on the logic you have built to identify if a person has mastered a level.**

I'm using LEVEL feature. Level increments whenever user wins a game successfully and his level is saved in local storage. If user lost a game then his level will not change.

**Q2. A brief note on the strategy you used for popularising the game.**

There are few ways in which we can advertise this game:

1. This game can improve our vocabulary. So we can advertise this game on the basis of improving vocabulary of students. This way our game gets to an educational side on the internet and later after enough engagement we can provide other features to improve communication skills.

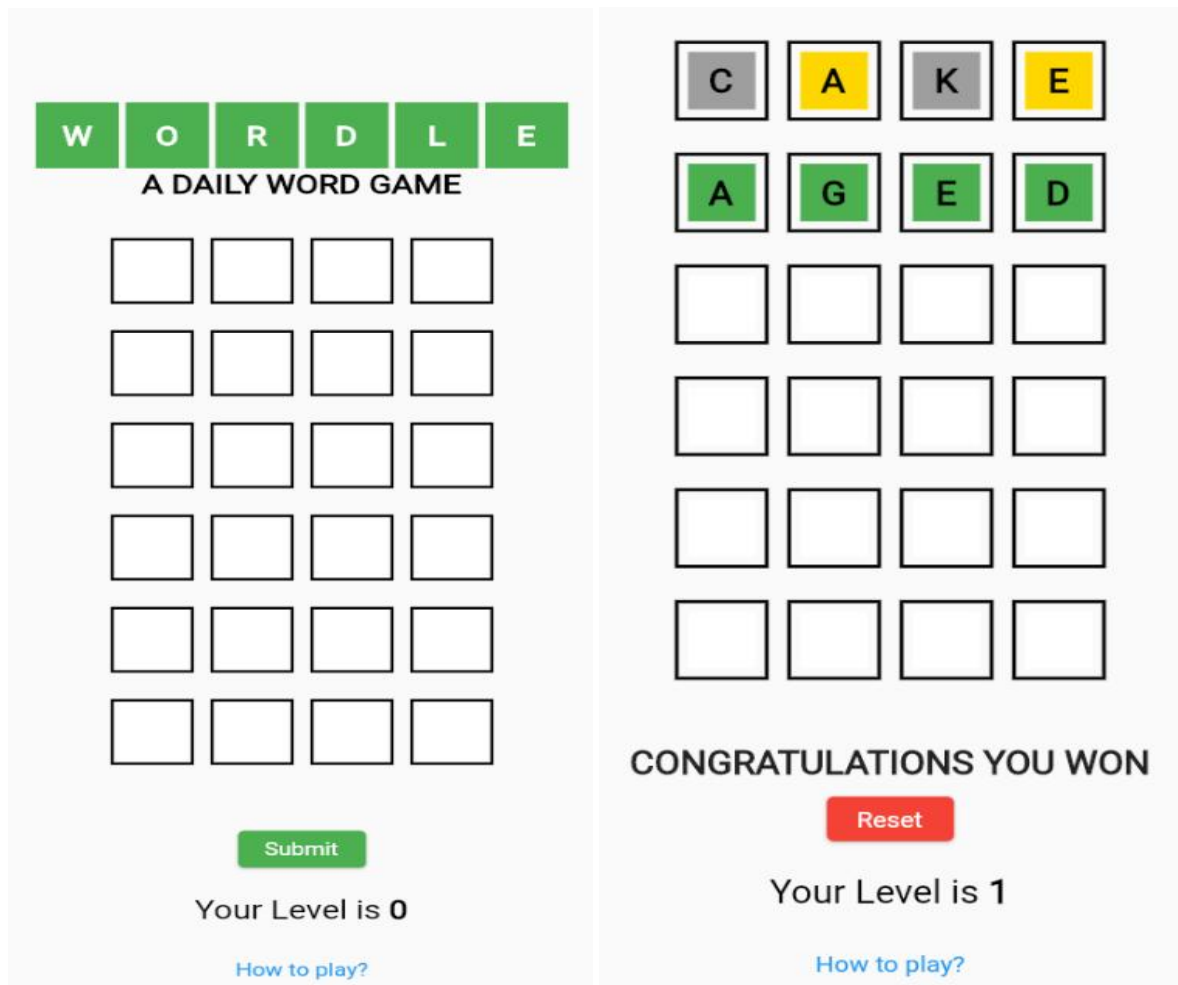
2. This game is also a puzzle which makes it a reasoning game. So we can advertise this game on the basis of improving one's brains capabilities, or to practice awesome puzzles. This way our game gets to a category where apps get most popularity in start due to new puzzle, but then it quickly fades away if the game is not updated. We can introduce player vs player to get audience retention. And we need to push regularly new game mechanic updates in order to not loose playerbase.

3. This game becomes pretty hard when we increase the word length or matrix size. So we can make one super hard difficulty in this game. And if user clears that then he gets cash rewards daily. This way playerbase will be interested enough to play game regularly. There can also be one Grand Contest Daily which will be having huge cash reward in total. And we can show those daily contest worth lakhs ruppees in our advertisements which will act as a catalyst for getting huge audience.

### **Q3.What improvisation you made / will make based on user feedback?**

1. There should be a user profile.
2. Level should increase after winning a set amount of games.
3. Words with more letters to find should be there.
4. Most users are unable to understand the game.

## UI Screenshots:



Guess the **WORDLE** in six tries.

Each guess must be a valid five-letter word. Hit the enter button to submit.

After each guess, the color of the tiles will change to show how close your guess was to the word.

### Examples

**W** **E** **A** **R**

The letter **W** is in the word and in the correct spot.

**P** **I** **L** **L**

The letter **I** is in the word but in the wrong spot.

**C** **A** **K** **E**

The letter **K** is not in the word in any spot.

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