

# Wordify

sg303@uakron.edu

## Game Information:

- Basically, it's selecting words from a bunch of letters.
- If the word you selected exists, you get a point.
- The more complex the word, the more points you get.
- I added a prompt sound when you enter a word that doesn't exist.
- I used BJSpell library for checking the word.
- I set a time limit of 2 minutes.

## Languages used:

- Java Script
- Html
- CSS

## APIs used:

- WebGL
- three.js
- BJSpell.js
- stats.min.js
- JQuery.js

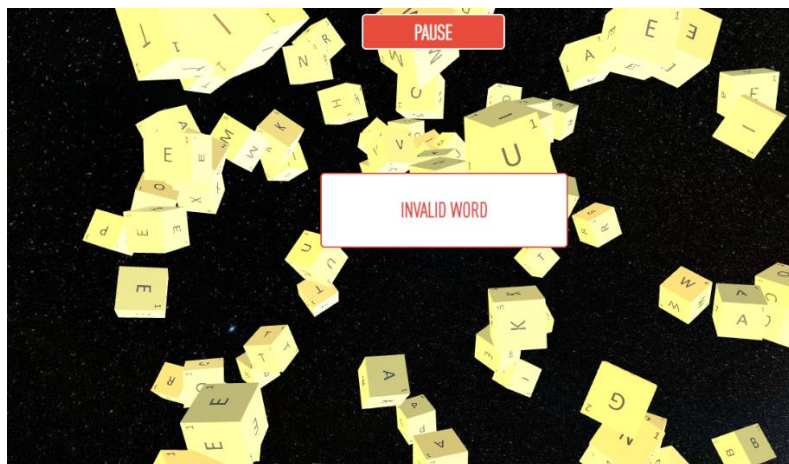
## Key Map:

- Z: submit word
- X: undo selection
- R: Reset View

Game Home View:



Points and Wrong words:



Challenges faced:

Finding the right libraries to work on the words and spellings

What I learned from doing this project:

I learnt how to develop interactive games and applications using webgl and JavaScript.