**CS 120 Web Programming  
Project 2: Deliverables Worksheet**

**black = worksheet items, green = my answers**

☑️All html/css/js files (combine into a compressed/zip file)

☑️URL for wordle game

URL: https://susiesyli126.github.io/cs120-proj2/

Project requirements- check off those you completed.

☑️ Game is complete and runs online

☑️ An array: in app.js, valid word list is represented as an array

☑️ An arrow function: in app.js, in checkGuess() function

☑️ An event handler: in app.js, submit guess, enter key and restart game

☑️ .map or .forEach: in app.js, checkGuess() function

☑️ A JavaScript object: in app.js, WordleGame is an object; in saveGameStats(), stats is an object

☑️ Used letter board

☑️ Optional: track average score: yes; app.js line 140-198 handles cookies and stat-tracking functions

Are there any extra features you added that are not listed above?

Yes,   
1. Check for valid word

* The user must input a valid word, i.e. cannot guess “rrrrr” or “aeiou”.
* I implemented this from scratch by referencing this [open-source valid Wordle guess word list](https://gist.github.com/kcwhite/bb598f1b3017b5477cb818c9b086a5d9), creating a valid-word array, and checking whether the user’s guess is in this array.

2. User can use ‘enter’ key to submit guess

- In addition to clicking a ‘submit-guess’ button, the user can also type their guess in the input box, and hit enter on their keyboard to submit a guess. This is implemented in app.js, init() function – 2nd event handler.

3. Confetti on screen when user guesses correctly

- I customized a confetti effect (using js-confetti library), to show confetti when the user guesses a word correctly

4. API

- I added an API in app.js -> validateWord() function to check whether a user’s guess input is a valid word

5. Extra credit – cookie

- I researched and added cookie-related functions to track a user’s multiple games across a 2-day period. I implemented it such that the time period it tracks can be easily modified in the setCookie() function by changing the expire-date parameter.

What was the most satisfying part of this project?  
  
One of the most satisfying part of developing this project was thinking about additional user-friendly features, and getting the additional functions to work - for example allowing the user to submit guesses by hitting enter in addition to clicking a submit button, which could be more intuitive for some users. Another part I really enjoyed was refining the visual elements, such as the board cell colors, button colors, confetti colors, and font; also

What is your favorite topic in the course so far?  
  
JavaScript and UI/UX; learning JavaScript has been an incredibly useful tool to create a variety of different websites. I’ve been able to apply JS skills to other visualization courses I’m taking as well as for personal portfolio websites, and I really appreciate the fact that once you understand the fundamentals of JS, there are so many JS libraries to explore and create interactive website elements from.