

# ITT Lab Report

**LAB:** Internet Tool and Technology Lab

**SEM:** VI Sem B. Tech

**TEAM MEMBERS:**

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**BRANCH:** IT

**BATCH:** A2

**DATE OF SUBMISSION:** 20th April 2022

**TITLE:** Manipal Wordle

**ABSTRACT:**

Based on the popular game Wordle, this project attempts to emulate the same with a Manipal theme. A word dictionary contains a pre-defined array of the names of several places in and around campus for the user to guess within a limited number of tries. When the user guesses a word, the script compares the word with a randomly picked word from the array. If a letter in the guessed word is in the right position, it turns green in color. If a letter is present in the word, but in the wrong position, it turns yellow. The user then modifies their input based on these developments until they get all letters in green—indicating a correct guess of the word.

**INTRODUCTION:**

With the massive popularity and number of users that Wordle has amassed, there have been multiple different types of unique emulations of the same. Through this project, we try our hand at creating an exclusive Manipal-themed version of the popular game. Wordle has been one of the trendsetters of 2022, and finally the students of Manipal get a version of the same that they can relate to.

**PROBLEM STATEMENT:**

This project aims to provide the student crowd of Manipal with a game that is fresh, exciting, as well as challenging and with an element of surprise.

## **OBJECTIVE:**

Manipal Wordle aims at becoming one of the first Manipal-exclusive games. It targets the vast and diverse student crowd of Manipal that is always on track with the latest trends by giving them a game that falls right in that domain. Since the words are popular places and themes of Manipal, it brings in a factor of curiosity and nostalgia to anyone who has experienced Manipal.

## **PROPOSED METHODOLOGY:**

### **TECH STACKS:**

- HTML
- JAVASCRIPT
- CSS
- PYTHON live server

### **WORKING:**

A word dictionary contains names of several places in and around campus for the user to guess within a limited number of tries. A random word is chosen from this dictionary and tiles corresponding to the number of letters are displayed. When the user guesses a word, the script compares it with the random word chosen. If a letter in the guessed word is in the right position, it turns green in color. If a letter is present in the word, but in the wrong position, it turns yellow. If a letter is not present in the word, it turns grey. The user then modifies their input based on these developments until they get all letters in green—indicating a correct guess of the word.

There is a pop up button for the user that teaches them the rules of the game.

Another pop up opens up when the user makes the correct guess. This contains a picture of the place that the word corresponds to, as well as tells the user how many tries and the time that it took him to guess the word.

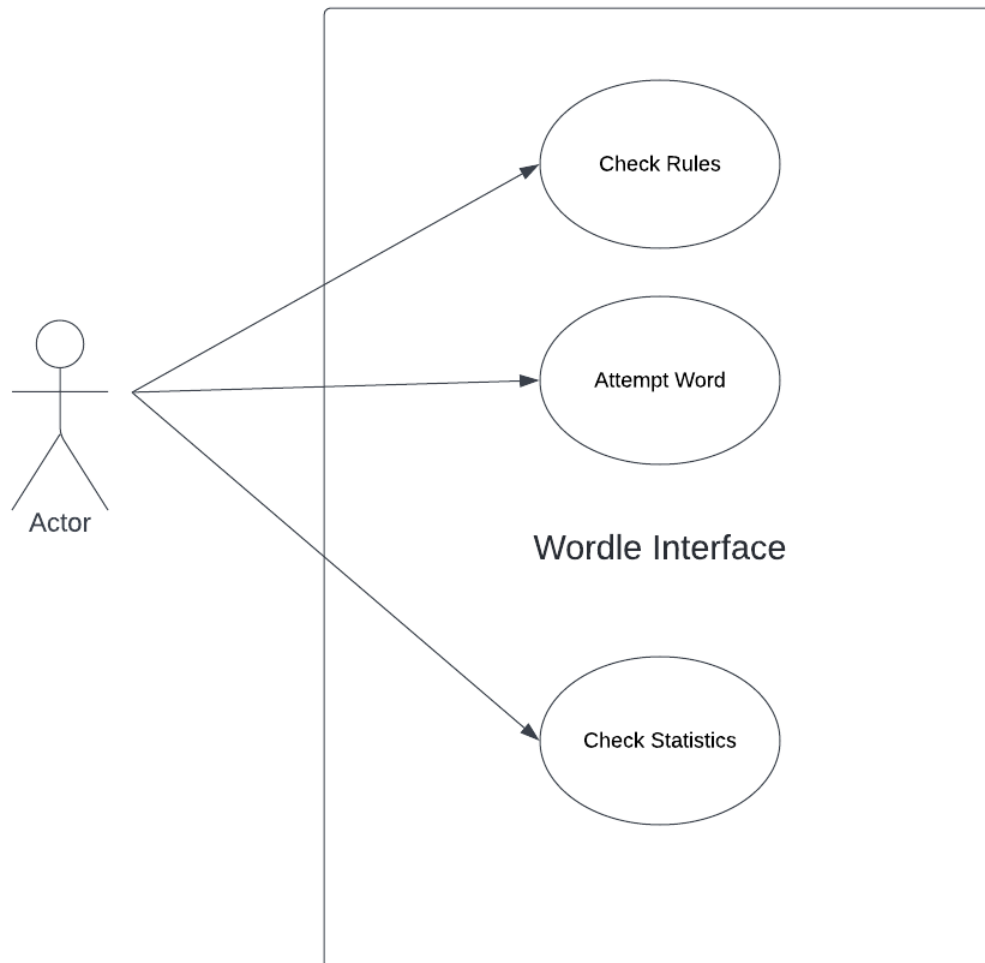
**INPUTS:** User tries to guess words depending on the number of tiles. After each guess, depending on the letters, the user modifies his guesses till he guesses the right word.

**PROCESSING:** Each guess that the user makes is compared with the correct word and the color of the letters change accordingly.

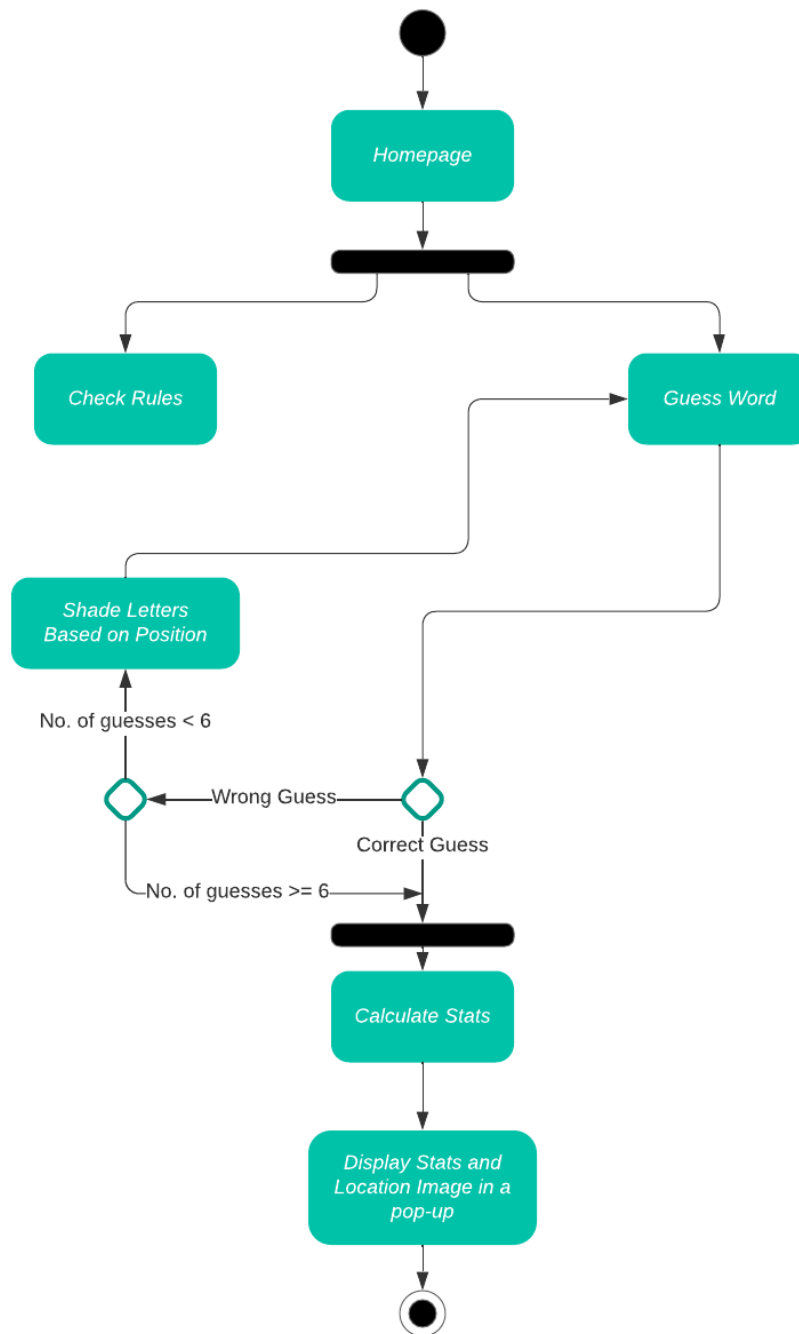
**OUTPUT:** Once the user makes the correct guess or is unable to do so, a pop up opens confirming it and displays details relating to the word and the guesses taken.

## **SYSTEM DESIGN:**

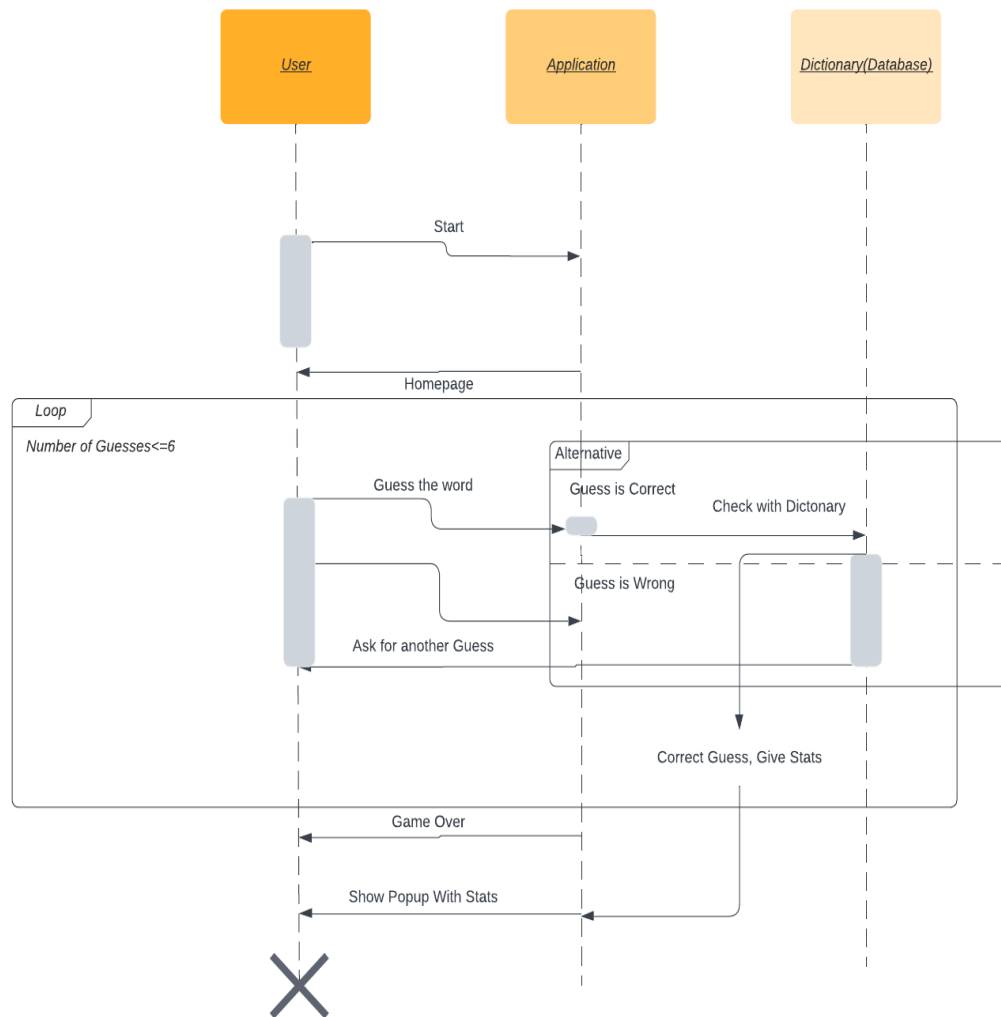
### **1. Use Case Diagram-**



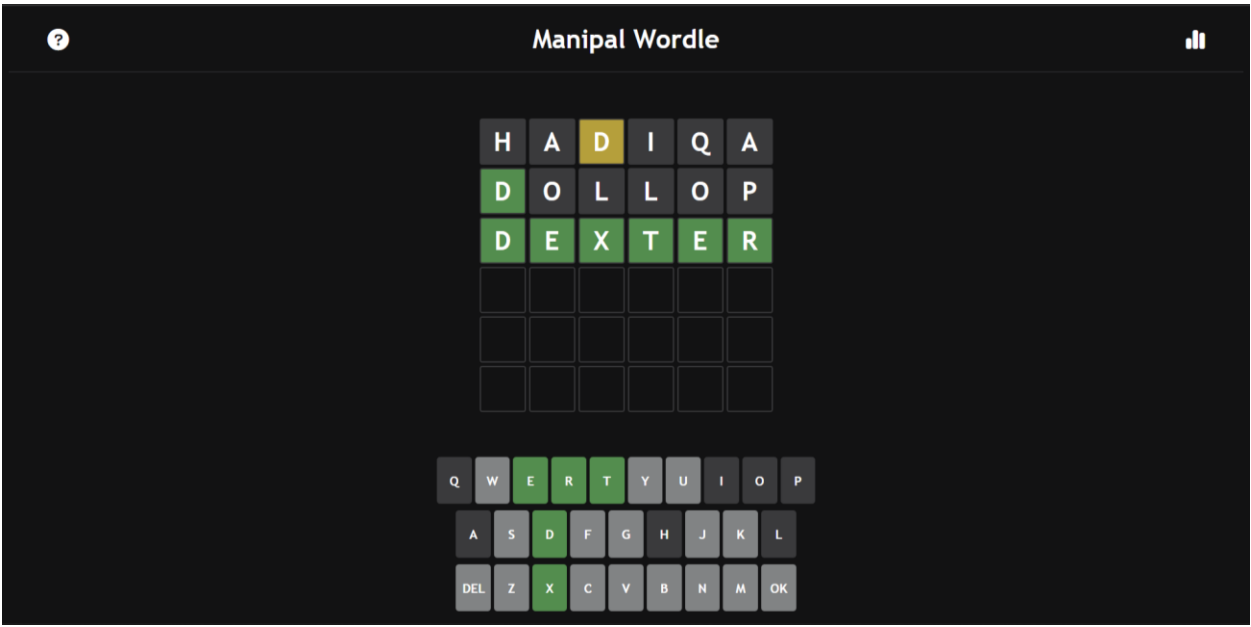
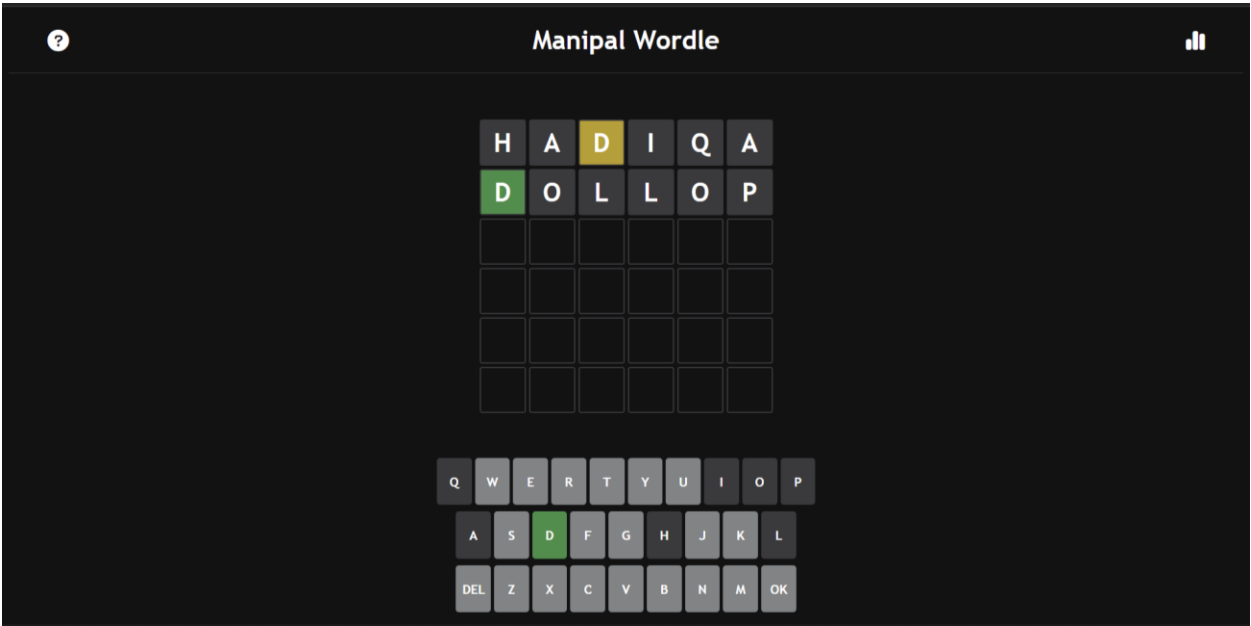
## 2. Activity Diagram-

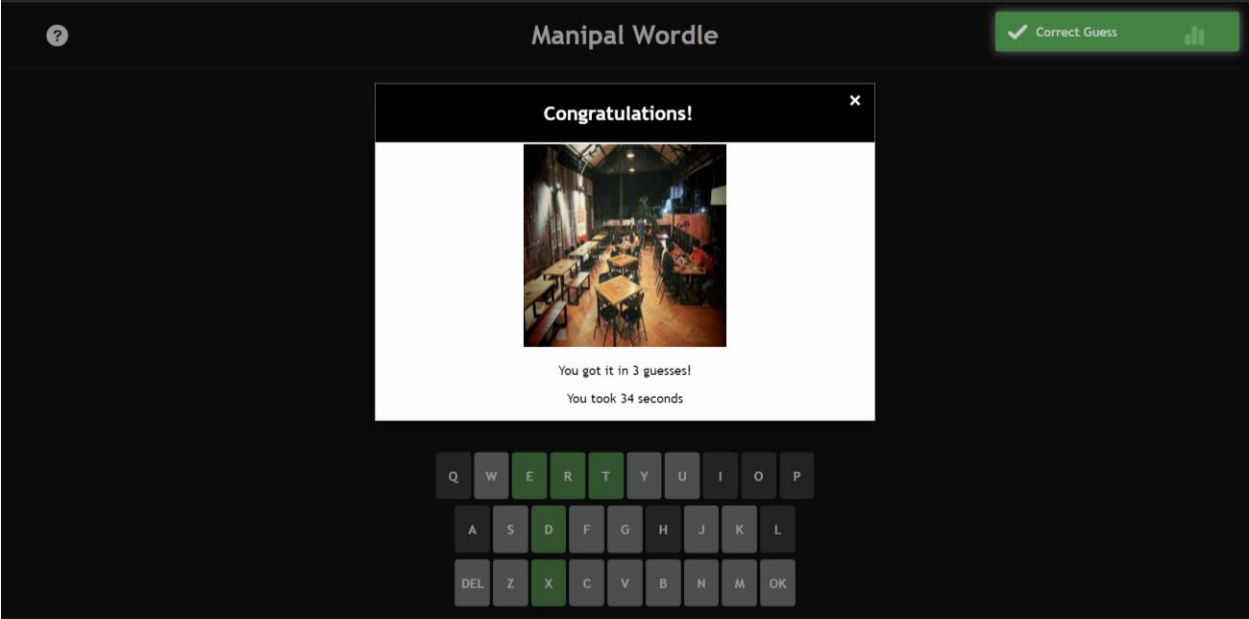


### 3. Sequence Diagram-



SCREENSHOTS:





**RESULT:**

The project provides a much-needed stress relief to the students of Manipal, burdened by the routine of exams and classes. By offering a challenge, the students are invited to a form of entertainment unique to their experience within the college, making for a guaranteed form of entertainment while simultaneously serving to be a hot topic of discussion in their day-to-day lives.

**CONCLUSION:**

We have a ready to deploy game, which the students of Manipal can play and enjoy. In the future we can use the New York Times model to set a different word for each day. Students can then play the game and share their high scores on their social media accounts and brag among their friend circles.