

Developer email feedback

Hello team!

Great work on the app so far! I think Wordle Blitz will be a hit! I'm not sure exactly what kind of feedback is expected from me at this stage in the process, so I apologize if I mention too much or bring up things that should be addressed at a later point (like graphics or fonts for example). But here is a list of things that should be addressed.

1. **KEYBOARD**

- The biggest thing right now is making the KEYBOARD more user friendly. Speed is a big part of the game and I find it rather difficult to type quickly and effectively. Can we minimize the dead space between the keys on the keyboard? I'm okay with the keys being taller than they are wide. I would like there to be just a very small border between the keys.
- Also, regarding the keyboard, can we raise it 1/8 of an inch? It's a little too close to the bottom, which also makes it difficult to type. If we can raise it even more, I'm okay with that. We may need to make the guessing grid smaller to accomplish this.
- BACKSPACE and ENTER. The backspace and enter key don't need to be red and green, respectively. Let's just make them darkened when unavailable. Also, the Enter key should only light up if the player's guess is in our word list.

2. **STOPWATCHES**

- The individual word stopwatches should be visibly counting up as the player is guessing that word. Currently, they only display the word time after that word is over. These timers should start when typing starts for each word. Each word stopwatch will start at 0 and visibly count up until the word is over.
- I would like to somehow make the active word stopwatch highlighted. I'm thinking maybe some kind of gold border or glow around the active box, while the other ones are grayed out. So Word 2 and Word 3 stopwatch boxes should be darkened when guessing Word 1 and Word 3 stopwatch box should be darkened when guessing Word 2.

3. TIME BONUS

- Time bonus is rounding up too high. It should be rounded to the next highest whole number. A word guessed in 48.23 seconds is giving a time bonus of 720 when it should be 718.

4. FAILING TO SOLVE A WORD

- When a player fails to solve a word and the game reveals the target word in place of the keyboard, the revealed word's tiles should be colored according to what the player has guessed. Currently, all letters in the revealed target word are colored green. Any guessed yellow letters that have not turned green, should be colored yellow in the revealed target word. Any guessed green letters should be colored green in the revealed target word. And any letters of the target word that have not been guessed will simply be colored normal keyboard color in the target word.
- (MORE ON THIS UNDER SCORING BELOW)
- If a game ends because the player RUNS OUT OF TIME, I would like some text to pop up before the word is revealed that says, "TIME'S UP!" or, "OUT OF TIME!".
- Can we add a 30 second and a 10 second WARNING? At 30 seconds remaining, let's make the game timer flash YELLOW and at 10 seconds remaining, flash RED. Maybe add a haptic and audio cues that say 30 seconds and ten seconds?

5. SCORING

All of the math for the scoring is correct and the points are coming from where they need to, but I'd like to perfect and order exactly how the points are accumulated.

- Firstly, I noticed that between each word, there are zeros that fly away from the total score. This should not be happening.

WHEN A WORD IS SOLVED

- Upon solving a word, I would like the 250 to spawn to the right-center of whichever row the word was guessed on, hover there for half a second and then fly up to the total score to be added. Next, I would like 100 to spawn in the right-center of any unused rows, one immediately after the other, hover there for half a second and then fly up to the total

score to be added. Next and finally, I would like the time bonus to spawn from the respective word's stopwatch box, hover there for half a second and then fly up to the total score to be added.

- Now, as the keyboard and grid refreshes for word 2, the "Word 1" text at the top-center will change to "Word 2" and swell up for 1 second before returning to normal size. The WORD 2 Stopwatch box will now be highlighted. Repeat for word 3. At the start of the game, "Word 1" text will do the same effect.
- When the points spawn at the end of a word, can we make the points larger in block lettering and more decorative? Gold?

WHEN A WORD IS NOT SOLVED

- When a player fails to solve a word, and the target word is revealed, any letters that were guessed in the correct spot in the target word will be colored green and award 50 points each. I would like 50 to spawn from each green letter in the revealed target word, hover there for half of a second, and then fly up to the score to be added. Then, the time bonus will spawn from that word's stopwatch box, hover there for half of a second and then fly over to the score to be added

6. SCORECARD

- It's important to differentiate the scorecard from the match results screen. The scorecard pops up, centered in the screen, after all 3 words are over and shows how the player did by displaying their point breakdown. The match results screen will show the placement of all players with their final totaled scores. The match results screen is where we will have the date and match ID.
- The scorecard should only display the player's point breakdowns of all 3 words of the match. This looks perfect! However, we need to get rid of the player profile picture, the date, the placement and the crown with the "you won" text.

7. LETTER COLORING

- If the target word contains double letters, and a guessed word contains two of that letter, but in the wrong spots, both of those letters should be colored yellow. For example, if the target word is FLEET, and I guess EVADE, both E's in EVADE should be colored yellow. Currently, only the first E is colored yellow and the last E is not colored.
- Upon submitting a word guess, letter tiles should be colored one after the other, left to right. Currently, all letter colors are shown simultaneously. I would like the left to right, 5-letter coloring of each guess to last 1.5 seconds.
- When a word is solved, and all letters turn green, can we make the solved target word in green letters swell up for a second before the points are awarded?

8. WORD BANK

- Can we add more words to be randomized as target words so I can get more of a feel for the game and time constraints? Currently, there are only around 10 target words being shuffled.

Please reach out to me with any questions. Thanks again, team, and keep up the good work!

-Jeff