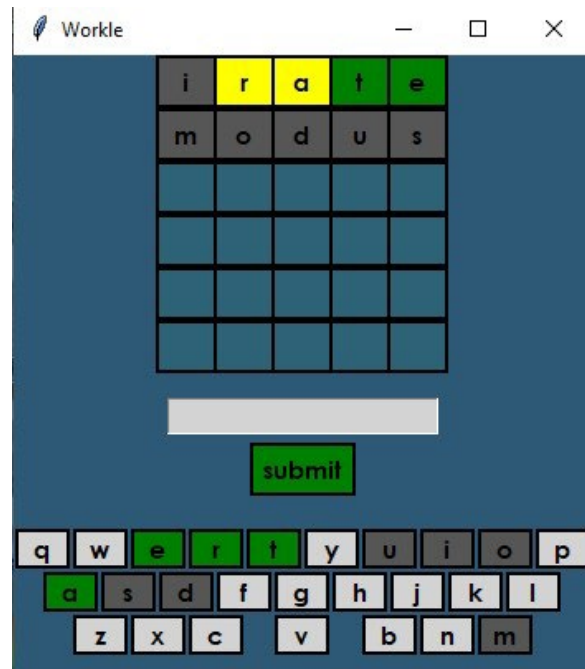


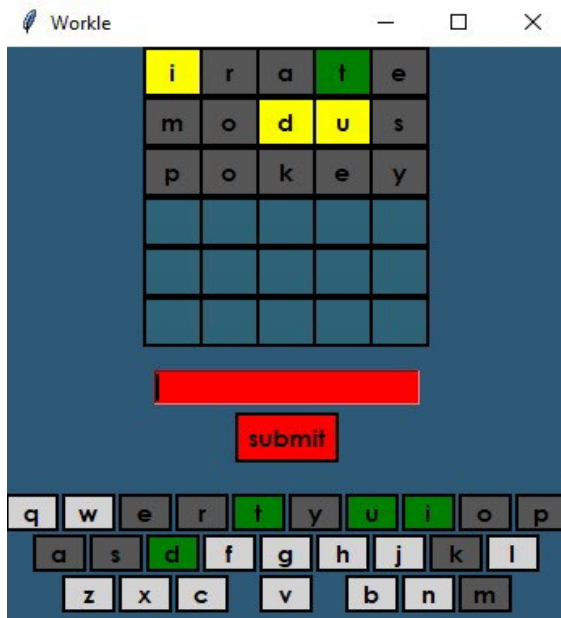
## Workle – The Wordle Game for Work

### The Display:

This is the Interface for Workle. As close as possible replica from Wordle. In this picture you can see 2 guesses already on the board with corresponding coloring. Gray – Letters are not in the word. Yellow – Letters are in the word, but not in the correct position. Green – Letters are in the word and are in the correct position. Instead of clicking on the letters positioned at the bottom of the image; instead, those are there as a resource to see what letters are left and what letters are in/or not in the selected word. Instead of clicking, players will type via keyboard in the Entry Box and hit the 'Enter' Button or just click submit on the screen.



### The Error:

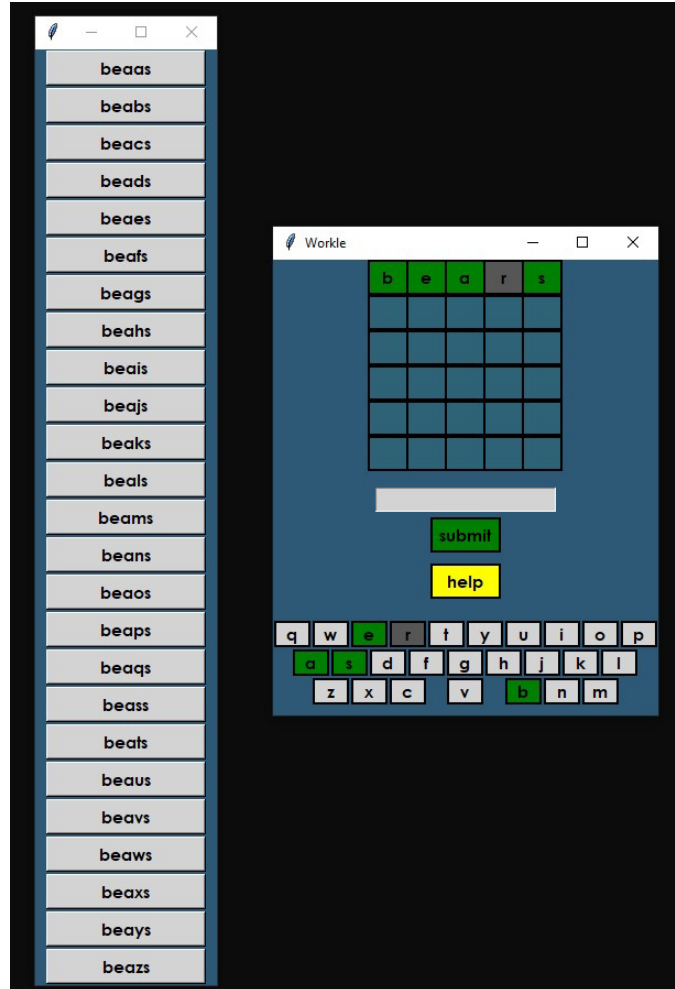


Here in this image, we can see a regular Workle interface, but with a red submit Button and Entry Box. This happens when the word does not appear in the list of words or if the submitted word was longer than 5 letters.

This will clear out the entry box and a user will be able to type a new answer in immediately and hit submit. Typing a word that is not in the list or a word that is too long does not count against the user.

## The Help Button:

Upon getting 4 letters correct (green letters on the board in one guess) A new Button will appear. This is more of a reward for a user rather than a crutch. The number of times in a Wordle game where I get 4 letters right then I must go through the alphabet to place that one letter is just so hard to visualize. So, this unique function will display all options that are available (all letters that are not grayed out). This helps the user visualize all the words that can possibly be the answer. The new window on the left is interactive. If a user right-clicks on a word it will delete it from the list entirely. So for example we know the 'beazs' (the last option) is not a word so we can right click that to get rid of it. If we close out this window and hit 'Help' again that option will no longer be there. However, if a user left-clicks a word this will append that word to the Entry box on the Workle Interface. The user then is able to click submit to finalize their decision and the game continues as normal.



## The End Game:



If a User Wins or Loses the screen is very similar with only minor changes. The Image on the left shows a losing player. The X means you did not get the answer out of 6 tries. However, on the right we can see a user wins and guessed the correct answer on their second try out of 6. As you can see, they both share similar buttons in different order. There is no reason they are in different order, just never changed it. Workle, is able to function with user responses. There are



over 4000+ words that are in the list of words that can be selected for the answer. With over 4000+ words I truly did not want to go through and censor words that are not truly a usual English word or are in poor taste. So it is up to the user, win or lose, to help make the word list better. If a user gets a bad word and hits that button, it deletes the word from that list so it will no longer exist. This will also erase the score for that game. The Check Scores button is used to see a player's score. Every time a game finishes the player is assigned a score at the end of their game.

An 'X' which means you lost, a number 1-6 which is dependent on how many attempts to get the correct answer. And if the Bad Word button is clicked, then you will receive a Redacted score. See

image for more information. As you can see Words Redacted is set to 2, Games Lost is at 2 and so on. This is what the user sees on their side. The other image is what is tracked on the backend in order to pull in this data for the user. This records what the word for that round was and how you scored on it.

```
UsedWords.txt - Notepad
File Edit Format View Help
fizzy - X
frogs - 4
booze - 6
plush - 4
wasps - X
carte - Redacted
dictu - Redacted
beats - 2
geode - X
bocci - 1
payee - Redacted
```

