

Wordle++

Introduction

Wordle++ adds customizable word obscurity, length, and number of guesses to create a more engaging and more exciting version of NYT's Wordle. In addition, it looks way better!

Project Metrics:

Total Lines of Code: 55100 (with word dictionary)

Word Dictionary length: ~53590

Active lines of code: **1800** lines

- Software
 - Browser (Google Chrome, Safari) - used to test and debug the code
 - Visual Studio Code - used to write the code
 - Languages: HTML5, JavaScript ES6, Typescript 4.6.3, CSS3
 - OS - Cross-platform
 - Github - to share and collaborate
 - Software/libraries used:
 - Parcel JS - v2.4.0 - bundler, minifier, polyfills, typescript transpiler
 - Firebase - v9.6.10 - library wrapper over Firebase API
- Hardware
 - Development: Desktop, Windows and Mac
 - Target: All browsers on mobile and desktop

Project Features:

- Full Wordle game with working keyboard
- Completely mobile responsive
- Variable word length, difficulty using Scrabble dictionary
- Save score to leaderboard per difficulty, word length
- Google analytics to capture gameplay data, Github actions to automatically deploy to web

Development Period:

Start: 2/11/22

End: 4/18/22

The team spent around 2 hours together weekly making progress on the project. Tyler played a sort of managerial role and organized meetings as well as setting the requirements for the project's scope. Ricky served as the chief buildmeister and led the team in the development efforts. Mateusz took the initiative in documenting and laying out the development plan and roles. Jeffrey designed the aesthetics of the game and provided the user experience for the game. Our team worked well together and felt that we all learned immensely from each other and our experience.

GitHub Repository: <https://github.com/ulrokx/wordleplusplus> (build instructions included)

Moving Forward - Future Versions:

The team would like to implement a live game version of Wordle++. Multiple players in a lobby, agree on rules (word length, # guesses, difficulty), and the game begins. Their times are tracked and the winner decided (or multiple winners).