

Wordle+ +

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wordlepluspl.us

Updates Since Demo 2

Scoreboard added using firebase

- API, firestore database

Optimized for mobile

- WebManifest, Favicons

Improved User Experience

- CSS shaker animation
- Gradient background aesthetic
- Changed color identifiers



Leaderboard

- A global leaderboard was added for top 10 fastest times
- Uses Firestore database to store and retrieve game data for leaderboard

Start New Game

Scoreboard for Word Length 5

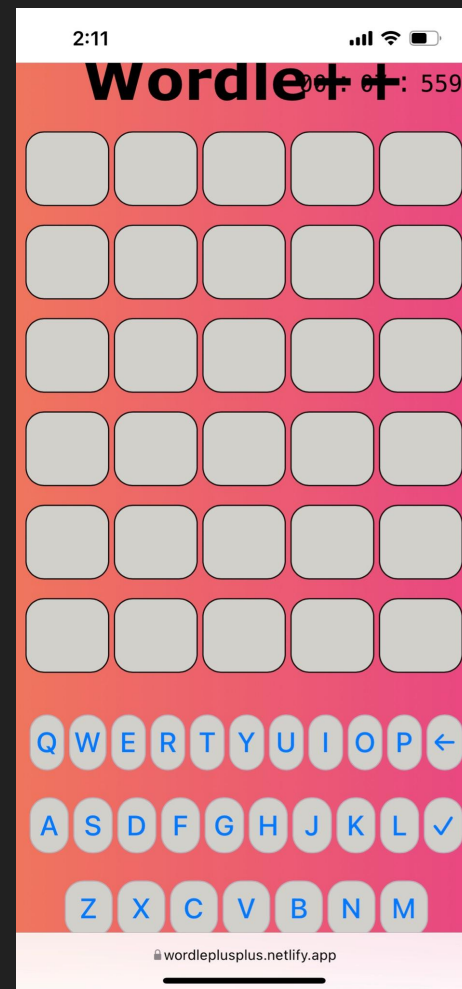
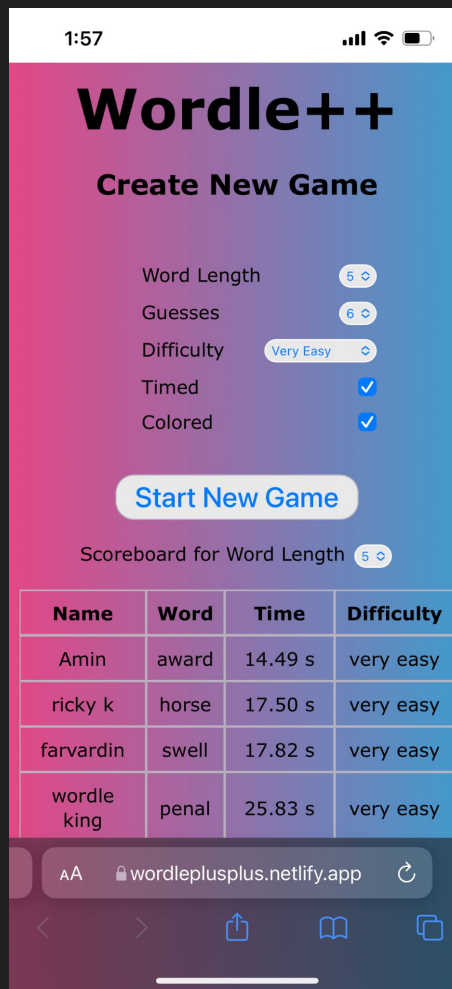
Name	Word	Time	Difficulty
Amin	award	14.49 s	very easy
ricky k	horse	17.50 s	very easy
farvardin	swell	17.82 s	very easy
wordle king	penal	25.83 s	very easy
zty	fresh	32.42 s	very easy
ricksb	sadly	36.94 s	very easy
ricky boss	tubes	38.74 s	very easy
wordle god	yield	45.66 s	very easy
george wash	venue	47.24 s	very easy
this is ugly	glads	1m 14.15 s	impossible

made by Richard Kirk, Jeffrey Fitzsimmons, Tyler Reinert, and Mateusz Marciniak

Mobile Optimization

- Used WebManifest JSON file to make website compatible on mobile web browsers

- Added favicon →



Improved User Experience

- Added transitioning gradient aesthetic (option)



Wordle++

Create New Game

Word Length: 5

Guesses: 6

Difficulty: Very Easy

Timed: ☐

Colored: ☒

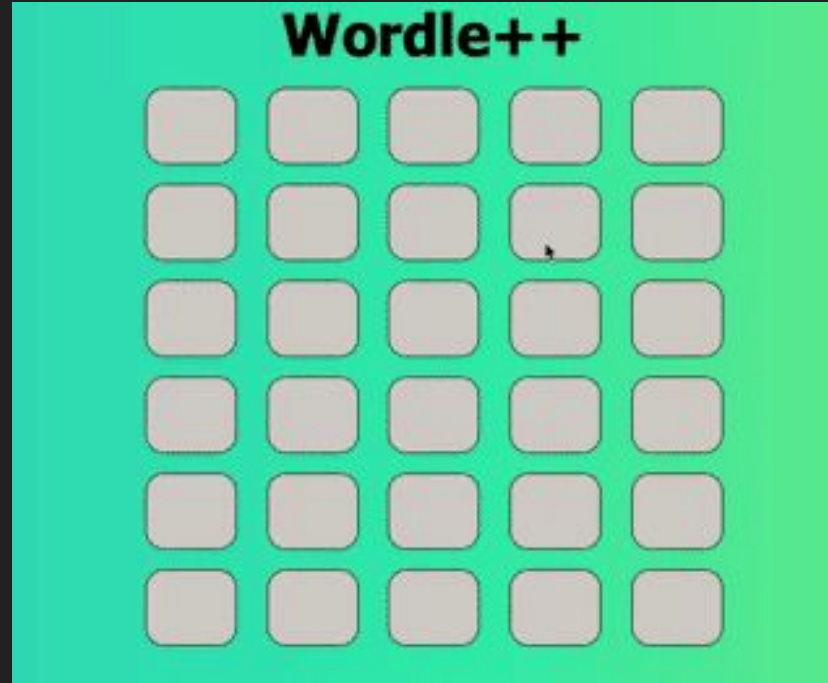
Start New Game

Scoreboard for Word Length 5

Name	Word	Time	Difficulty
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Improved User Experience

- Added shaker effect to be applied when word length is not long enough or when the word guessed is not in the dictionary
- Responded to feedback - corrected box-color for condition where letter is used, but not in word



LIVE DEMO

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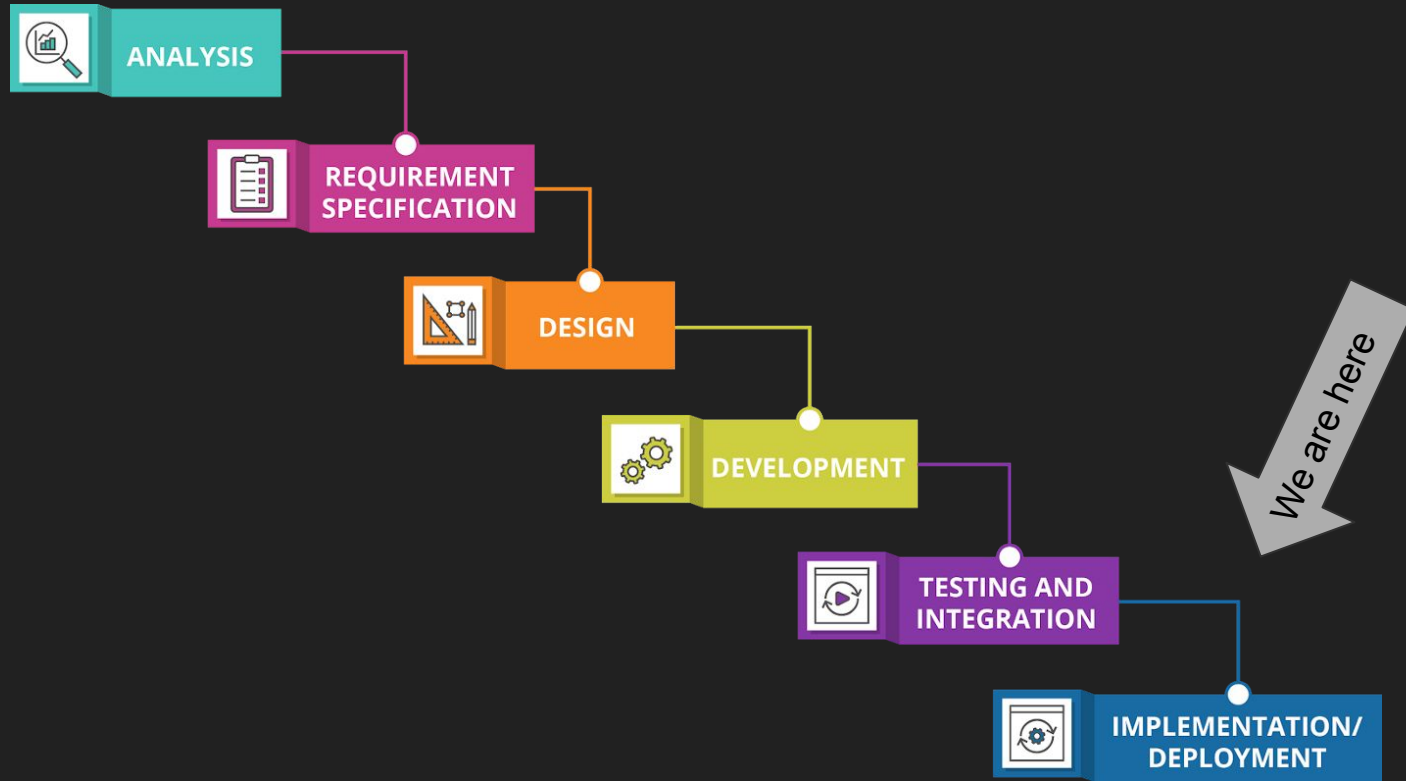
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Waterfall Method:



Improvements to be made for final deployment

- Make leaderboard better, more interactive
 - Include filtering for difficulty and all time
- Make mobile more optimized
 - Timer location
 - Keyboard design
- Still considering live game feature
- Daily word, integration with LocalStorage

