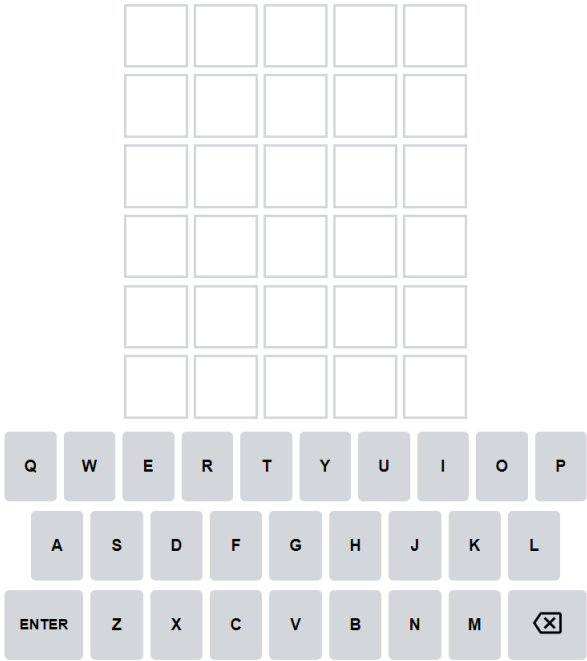


At first we considered a 3D design, having several blocks with all alphabets in the game and a player would use blocks to guess a word, the blocks would then turn to their appropriate colours. We liked this design because it uses elements from the Minecraft game and therefore doesn't seem out of place.



After discussions we decided to go with a 2D interface and create a GUI that would be triggered when clicking on the block. We thought that this design would be more aesthetically pleasing than a bunch of blocks scattered in the game. Furthermore, it would maintain the slick and simplistic look that Wordle users love so much.



Like the original Wordle, we considered adding streaks and storing players history but due to time constraint and difficulty, we decided to discard it and keep it simple. We also considered having a list of words which would contain hundreds of words by which a random word would be selected each day or each time the players played the game, but for ease of operation we decided to use a random word generator api which would generate a five letter word each time it is called. The original game enforces a single word per day constraint for each player which was added as part of the initial requirements but was later removed allowing the player to play as many times as they would like.