**Five Letter Dictionary**

*Context:*

The game requires a five letter English guess word and valid entries from the user playing the game.

Problems:

A five letter English word must be generated for the guessing word and user entries must be checked to see if there are valid five letter words. Storing the word list, should the word be on the database or stored on the app directly. If the word list is stored on app directly will the user be able to cheat?

*Solutions:*

* The word list is stored on the app directly in an array opposed to the database. The was done for two reasons. The first is being it easier to implement and test functions that use the word array to generate a guess word and to check if the word is valid. The second and main reason was latency, using a database to check if a word is valid is dependent internet speed and latency between the app and database. To ensure a consistent and great user experience, an array containing five letter words was used as it provided the fastest response time and the lowest latency.
* To ensure the user cannot cheat by accessing the web page console, the word list is not stored on the game page, the user has no access to JavaScript functions that are responsible for generating a guess word or checking if a word is valid.