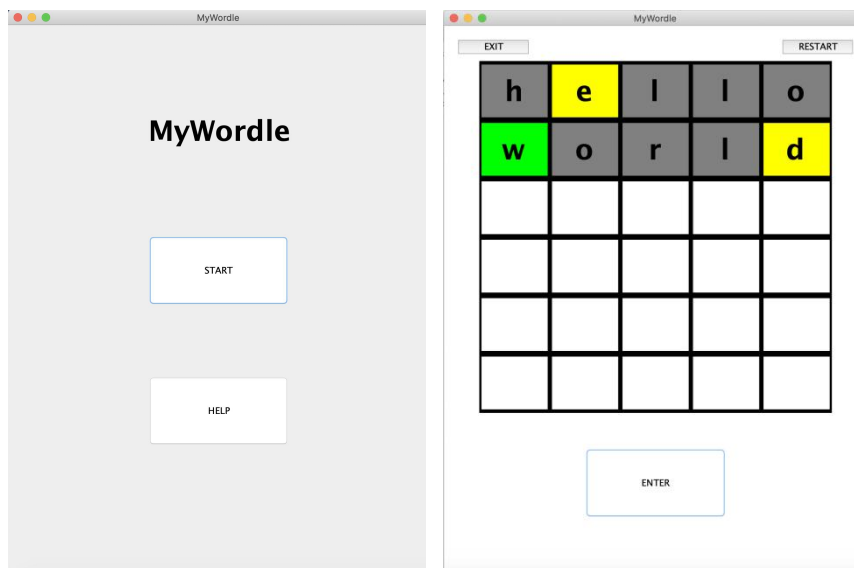


User Guide

1. Open the command line, enter into the folder contains the .java files.
2. Compile all files at the same time: input “javac MainInterface.java Wordle.java WordleListener.java MainListener.java Main.java WordleFunctions.java” in the command line, then press “enter”.
3. Run the game: input “java Main” in the command line, then press “enter”.
4. Play the game: click “START” button on the main interface, then you can get into the game interface.



Then, you should guess a hidden target 5-letter word within 6 attempts. Firstly, you can only input the word in the first line, then you should click “ENTER” button to submit your input. You will be given feedback after each attempt you make. The feedback is as follows:

There are three colours that the cells containing the letters can be; green, yellow, or grey. Green means the letter is contained in the word and is in that position. Yellow means the letter is contained in the word but not in that position. Grey means the letter is not contained in the word.

Then, you can input in the next line.

If you guess the target word correctly within 6 attempts, you win. If you can't guess the target word correctly within 6 attempts, you lose.

If you want to restart, please click the “RESTART” button, if you want to quit, please click the “EXIT” button, and you can return to the main interface.