

WordleTown

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Demo & Source

Backend: <https://wordle-town.onrender.com>

Frontend: <https://wordle-town-frontend.onrender.com>

Repo: <https://github.com/neu-cs4530/fall23-team-project-group-407.git>

Our feature: WordleTown

Covey.Town is a dynamic pixel space for open collaboration and interaction between users. However, it lacks an engaging and educational component in the form of a game that can be shared among its users. We propose to introduce Wordle—a word puzzle game where players attempt to guess a hidden word by inputting their guesses and receiving feedback on their correctness.

This feature not only challenges players' problem-solving skills and deductive reasoning, but also serves as a stimulating brain teaser. It can be an excellent way for users to warm up their cognitive skills before diving into more focused work.

Moreover, Wordle fosters a sense of community as users play and discuss strategies and solutions. By integrating Wordle as an interactable game into Covey.Town, we will make it a more enriching space for students. This feature brings an element of fun and engagement to the platform and contributes to the broader goal of facilitating a productive environment among its users.

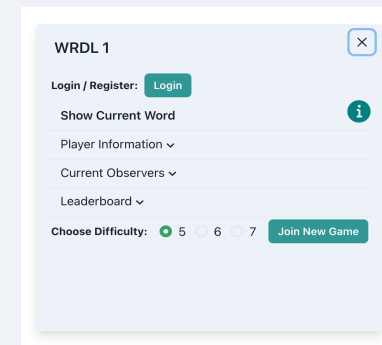
Technology Stack & Design

Our game, WordleTown, was implemented as a feature in the codebase of covey.town. There are three different WordleTown objects, each defined as a game machine, in the tilemap. These objects are constructed upon the map loading and rendered using Phaser. When a player goes near a WordleTown machine, they can hit the spacebar to start a new game. A React/Chakra modal will appear where you can login or sign up to track your number of games in a day, this uses a firebase database, choose the difficulty of your game, read the game instructions by clicking the little info icon, and see the current leaderboard and the observers to your game. When you click the “Start New Game” button, the backend is called, instantiating a new game with your chosen difficulty. Various visual cues such as colors, animations, and a progress bar will guide you through the game as you try to guess the words.

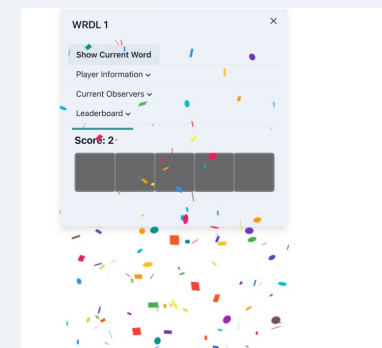
Our continuous integration pipeline runs an automated test suites on the frontend/backend components and deploys it via render.com.

Future Work

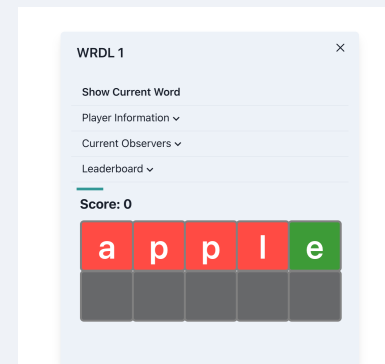
Wordle is a game that is easy to add additional functionality to. Due to time constraints, there were some additions that we did not get to implement such as; filtering options on the leaderboard, a timer to either add additional difficulty or see how fast you can guess the words, different language options, move animations, changing form light mode to dark mode, and so on.



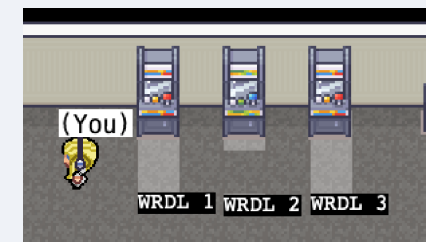
The Initial WordleTown interface upon hitting spacebar next to a game machine.



Confetti is thrown when you guess correctly, and the writing area shakes when you guess wrong.



The letters will be different colors depending on if they are correct or not.



The WordleTown game machines.