



# SeedPhrase

A WEB-BASED WORD PUZZLE GAME Case Study

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## Overview

*SeedPhrase* is a web-based word puzzle game where players help hacker zeroXcool decrypt a fantasy crypto wallet seed phrase. The game features a unique encryption method and real-time AI-powered hints.



## Timeline and Development Process



Idea for *SeedPhrase*  
is first noted

June 10



Designed in Figma

June 11



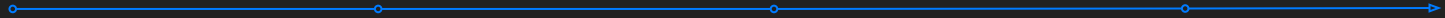
Working version of  
design fully developed

June 14



Continued development

Present Day





## Goals



Create a unique, fun, and challenging word game with a crypto aesthetic.



Develop a robust *Variable Shift Caesar Cipher* encryption method that generates a seed phrase from the BIP39 wordlist, ensuring stable and engaging gameplay.



Provide different difficulty settings based on puzzle length, pre-solved letters and time.



Allow users to choose from four different blockchains, with accurate wallet IDs and prize values corresponding to each blockchain.



Incorporate AI technology for an immersive experience, enabling users to chat with an AI and receive real-time, AI-powered hints.



Subtly educate users with little interest in or knowledge of crypto about different wallet IDs, blockchains, and their values.

## My Role

I was responsible for everything from ideation to design, programming, and testing.

## My Responsibilities



Conceptualizing the game idea and design.



Programming the game, with assistance from ChatGPT for coding.



Testing the game to ensure it meets the envisioned design and functionality.

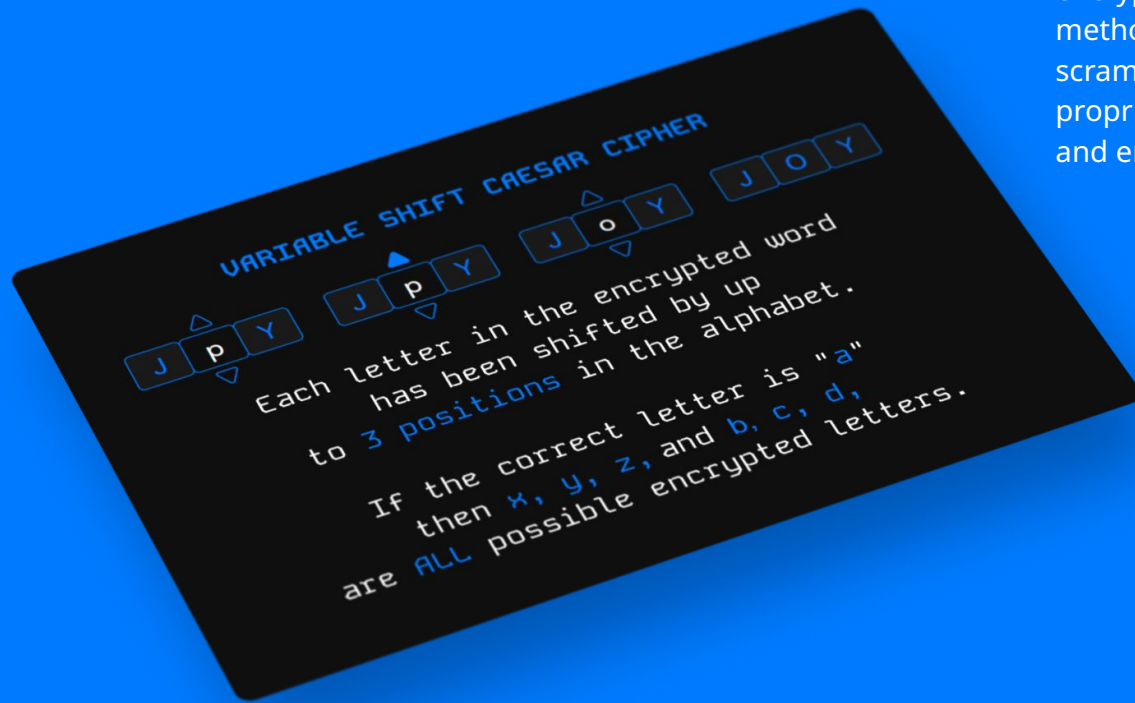
## Unique Aspects of the Project

```
appendMessage(hint,  
console.log('Hint appended to  
async function getChatbotResponse(userInput) {  
  console.log('13C - getChatbotResponse function  
  const apiKey = 'sk-proj-214.72rdF2owQr17.42'  
  const url = 'https://api.openai.com/v1/chat/  
  const systemContext = `  
    Your personality is identical to Zero Cool  
    You speak in an extremely sarcastic, conf  
    Keep your responses clever and witty, bu  
    Do not give the User the answer, only g  
  `;  
  const assistantContext = `  
    You have hired the User to help you  
    Every time the User asks you for hel  
    But you need to be helpful enough t  
    Avoid being too vague. Focus on gi  
    Do not give the User the answer,  
  `;  
  ##### CHAT EXAMPLES #####  
  USER: Can you help me with the  
  Encrypted Answer: sUxZKE  
  ASSISTANT: Let's see here. U  
  USER: Can you help me with  
  Encrypted Answer: aAsThUN  
  ASSISTANT: Hmm...you might
```

## AI Integration

*SeedPhrase* integrates an AI chatbot that provides real-time hints to users utilizing the OpenAI API model GPT-4o. The hints are not pre-written but generated on the spot, adding a dynamic and personalized element to the gameplay.





## Proprietary Encryption Development

Inspired by Ledger's system for numerical encryption, I developed a unique encryption method, the *Variable Shift Caesar Cipher*, for scrambling the words in the puzzle. This proprietary method makes the game challenging and engaging.

## Chat-Based Instructions

Crafting clear, concise instructions was vital. I spent considerable time refining zeroXcool's chat-based guidance to ensure players understood the game's mechanics without feeling overwhelmed or confused.





## Crypto Education

*SeedPhrase* subtly educates users about key concepts in cryptocurrency. In addition to the basic concept of seed phrases, players learn there are different blockchains (BTC, ETH, SOL, XTZ), each with unique values, wallet IDs, and labels.

## Competitive Audit

I conducted a competitive audit to understand the landscape of similar games.

*SeedPhrase* stands out with its unique combination of word puzzles, crypto education, and AI integration.



### Wordle

Web-based word puzzle game where players guess a five-letter word within six attempts.



### CryptoKitties

Blockchain-based game where players collect and breed digital cats.

### Cipher Crosswords

Web-based puzzle game where players solve crosswords encrypted with various ciphers.

### AI DUNGEON

Text-based adventure game powered by GPT-3. Players create and explore narratives interactively with AI.

Feature	SeedPhrase	Wordle	CryptoKitties	Cipher Crosswords	AI Dungeon
Word Puzzle	Yes	Yes	No	Yes	No
Crypto Education	Yes	No	Yes	No	No
AI Integration	Yes	No	No	No	Yes
Real-Time Hints	Yes	No	No	No	Yes
Blockchain Elements	Yes	No	Yes	No	No

Initial Design

SEED PHRASE GAME 6/10/24

SEED PHRASE  
TREE - DESK - SUNSET - ROSE

STARTS off JUNGLE. EACH LETTER 3 LETTER TREE

Q → R → O → D → M → L → Y → S → I → T → E → C → T → T → R → E → E

AND SO ON

Q S C G

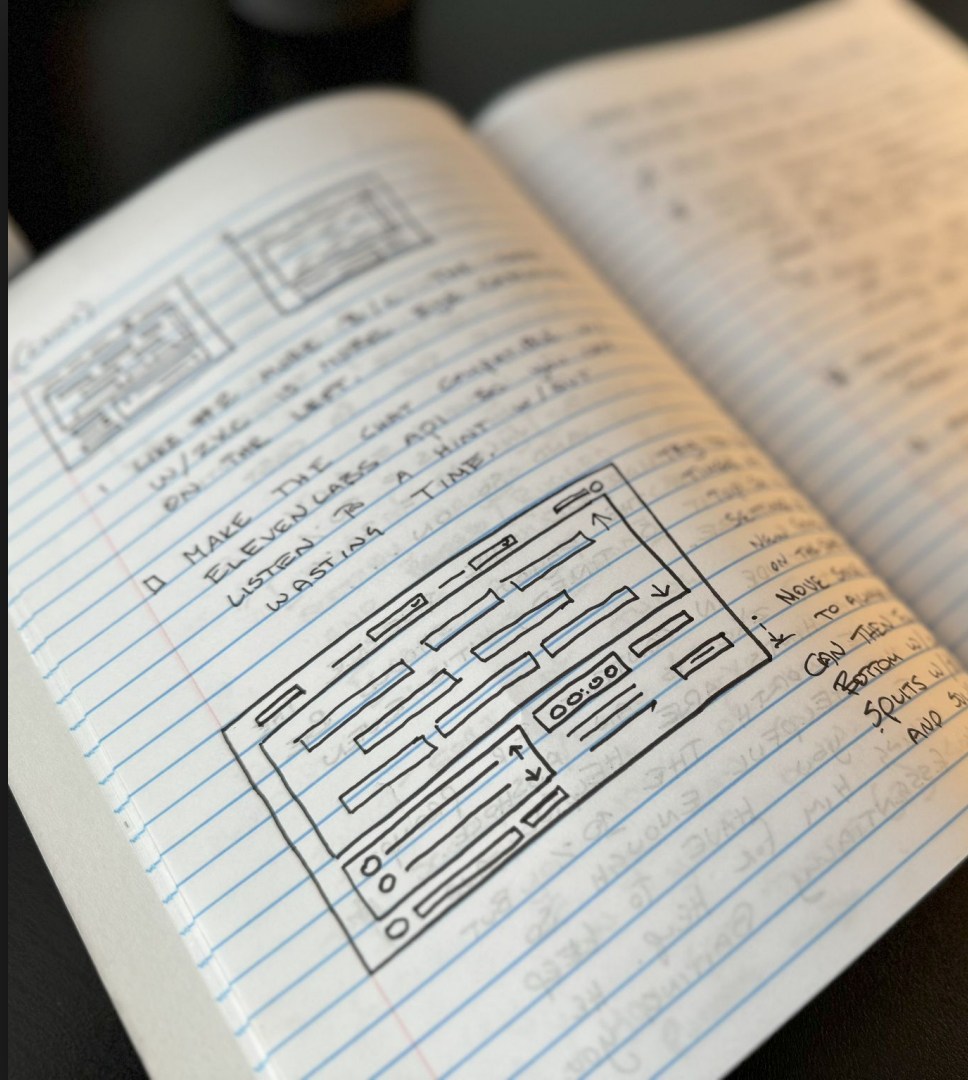
HAS ALSO MAKE IT SO USER TO GUESS - PRESS BUTTON AND IF THEY ARE GIVEN MORE THE FEWER TRIES.

Q → S → C → G →

LIKE THE ARROW WHEN LETTER IS CORRECT, IT DINGS.

## Paper to Pixels

I started with paper wireframes, sketching out the *Variable Shift Caesar Cipher* and the game's design elements. This hands-on approach helped me visualize the core mechanics.





FIGMA MOCKUP



WORKING VERSION

## Mockup

Transitioning from paper wireframes directly to high-fidelity mockups in Figma saved valuable development time. I aimed for a sleek, intuitive design that would captivate users.



## Accessibility Features



### High Contrast Ratio

*SeedPhrase* features light text on a dark background, ensuring a very high contrast ratio. This design choice improves readability for all users, including those with visual impairments.



### Information Architecture

The hierarchical design of the game ensures that assistive technologies can easily translate the information for users with disabilities.



### Color Palette

A bright blue accent color is used to highlight key information. This color choice is both visually appealing and helps in quickly identifying important elements on the screen.



### Font Choice

*SeedPhrase* uses the Inclusive Sans by Olivia King for all text. This font is specifically designed to enhance readability, making the game more accessible to users with various reading needs.

## Lessons & What's Next



## Lessons Learned



Significant insights into coding and programming HTML, CSS, Javascript and GPT-4o chat interfaces.



How to effectively leverage AI to assist in creating a complex program with limited coding knowledge.



How to prioritize and display the most important information on the screen.

## Next Steps



### Fully Responsive

Ensure the game works seamlessly across all devices.



### Live Version

Deploy a live version of *SeedPhrase* on a password-protected website for interested parties and further testing.



### User Profiles

Build a robust user profile backend so users can customize their player avatar, keep score, and more.



### Usability Study

Perform a comprehensive usability study to gather feedback from a diverse group of users.



### Iterate & Improve

Continue testing and iterating on the design to enhance accessibility and overall user experience.



### More Accessibility

Continue to develop accessibility settings so all users can enjoy *SeedPhrase*. This will include dark/light mode, better AT integration, and more.

Thanks for reading!

## Contact Information

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