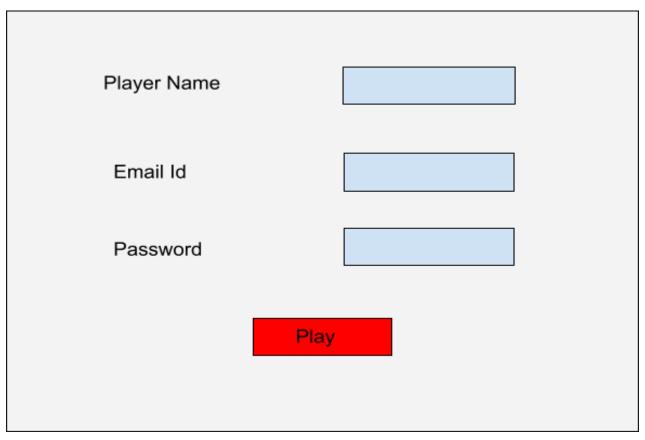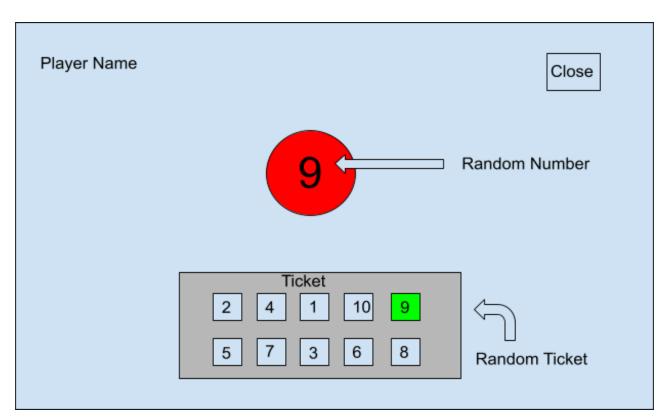# HTML5 - Housie



Screen 1: Login screen

- Player authentication with Email ID and Password. (Use 3rd party auth services like Firebase OTP/ Firebase email/password)
- Fill in all input fields. (Add needed validations as well)
- After successful authentication, The play button will activate.
- The gameplay screen will open after clicking on the play button.

Screen 2: Gameplay screen

- A random number will be picked after a specific interval of time (Say, after 10 seconds) or by the click of a button, and will be displayed on the center of the screen.
- A random housie ticket will be generated for the user after the user logs into the game and the numbers present in the ticket will be marked automatically when they are picked by the random number picker.
- Show a popup when all the numbers are marked on the user's ticket.
- Add beautifications like screen transitions or animations.