

# SketchSquad

Cloud Application Development Project

# About

SketchSquad, with real-time collaboration and communication using cloud-computing is a **multiplayer drawing and guessing game** where players take turns for drawing an object while others try to guess what it represents.

# Why cloud computing?

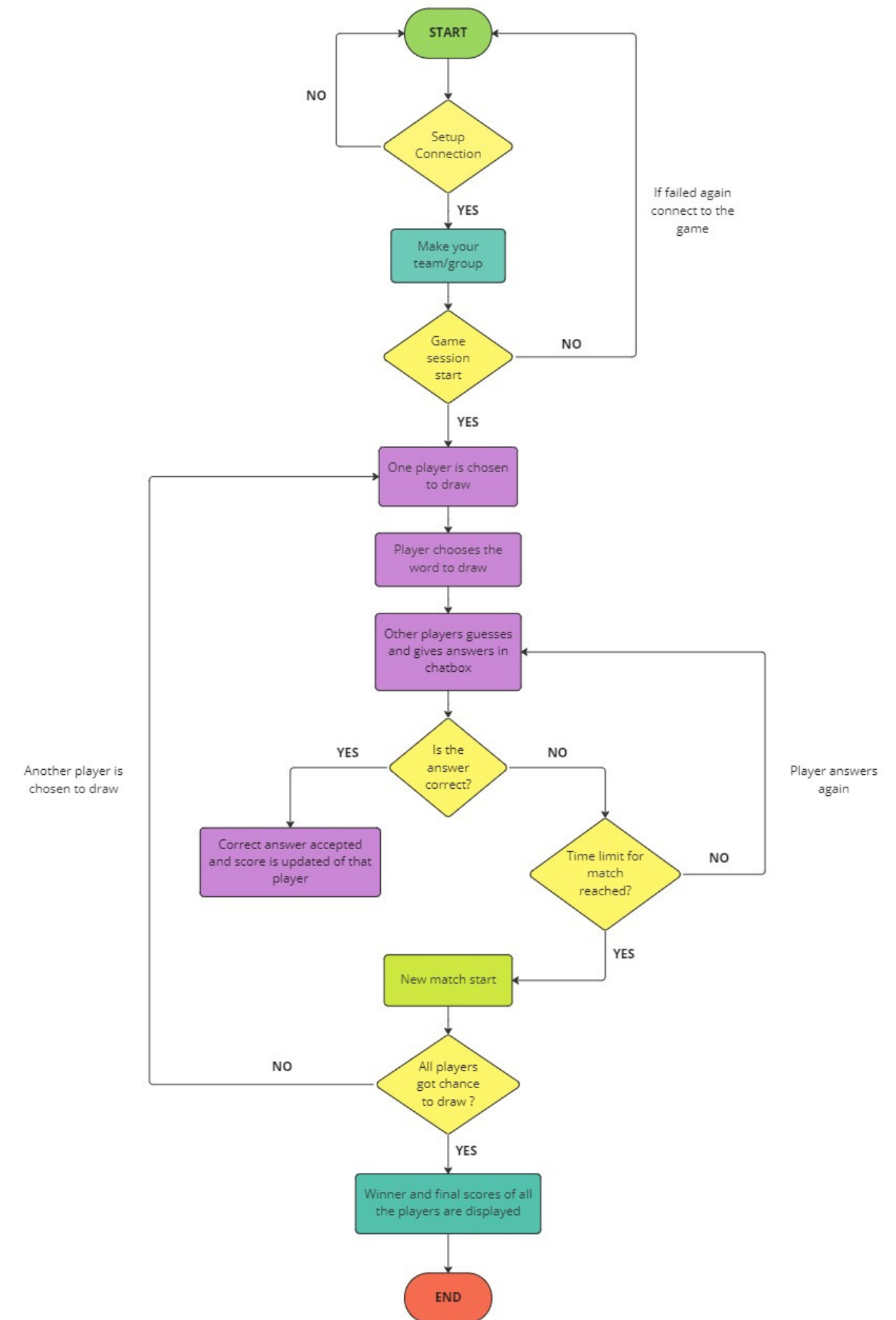
There are several reasons to use cloud computing for the development of this game:

- Scaling
- Accessibility
- Serverless computing (Azure Functions, Azure Logic Apps, Azure Event Grid)
- Real-time communication (Azure SignalR)
- Storage (Azure Table Storage, Azure CosmosDB)

# Flowchart

Below are the main functions of the game:

- Team creation
- Drawing
- Guessing
- Scoring



**Thank You**