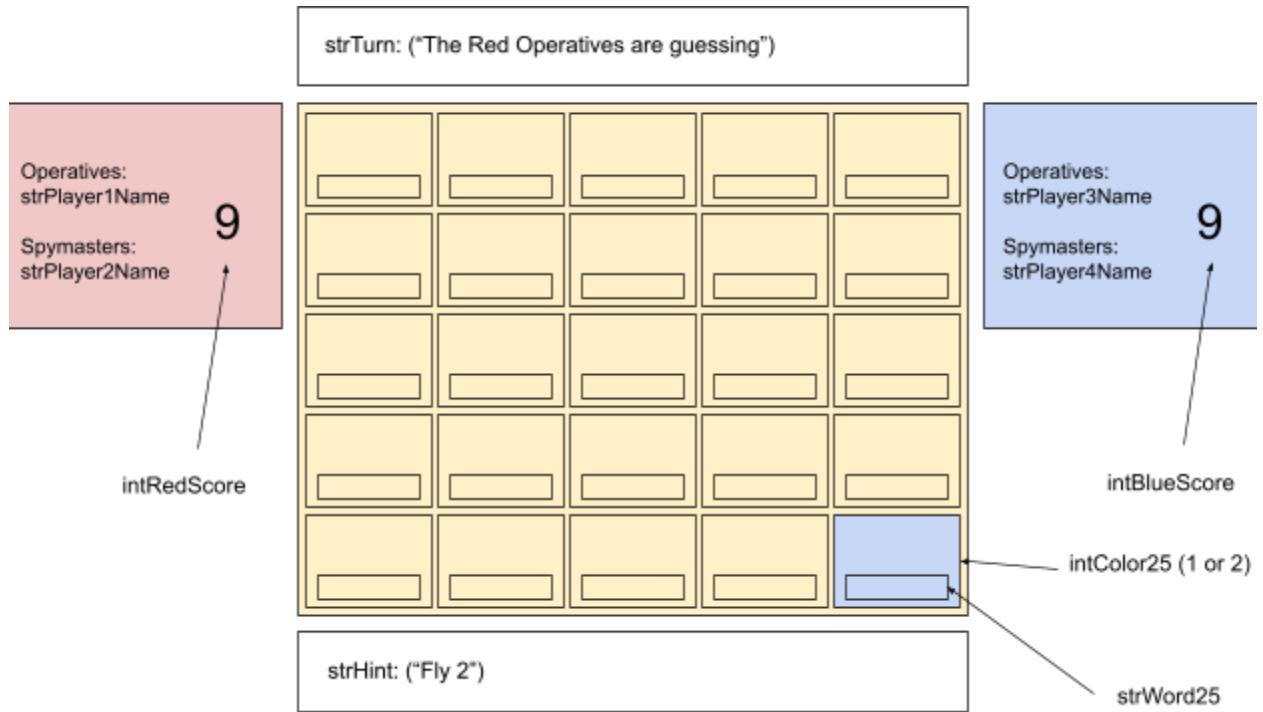


Codenames Board/ Main Screen



Each team's amount of words not guessed are in their score variable. Word variable numbers are from 1 to 25, going from top left to bottom right. Color is determined by a secondary integer, either 1 or 2 dictating whether red or blue. The current turn is printed on top of the board, with the hints being printed at the bottom of the board.

Chat

strPlayer2Name + "gives clue" + strBlueHint

strPlayer1Name + "taps" + strWord16

strPlayer1Name + "ends guessing"

strPlayer2Name + "gives clue" + strRedHint

strPlayer1Name + "taps" + strWord2

strPlayer1Name + "taps" + strWord7

strPlayer1Name + "ends guessing"

strPlayer2Name + "gives clue" + strBlueHint

strPlayer1Name + "taps" + strWord25

strPlayer1Name + "ends guessing"

strPlayer2Name + "gives clue" + strRedHint

The chat consists of activity dictated by both the red and blue teams per turn. Chat messages consist of the game log and actions taken by each player, falling into the 3 categories of giving a clue, taping a card, and an end of a turn, dictated by str and int variables.