SPYWORDS.IO

THE ULTIMATE GUESSING GAME

PROBLEM STATEMENT

>>> TRADITIONAL ONLINE WORD GAMES OFTEN LACK:

. REAL-TIME INTERACTION.

. STRATEGIC DEPTH.

. TEAM-BASED DYNAMICS.

>>> THERE IS A GAP IN ENGAGING MULTIPLAYER WORD GAMES THAT COMBINE FAST-PACED GAMEPLAY WITH COLLABORATIVE THINKING — ESPECIALLY IN A BROWSER-BASED FORMAT

TARGET AUDIENCE

>>> OUR TARGET AUDIENCE IS WIDE AS THIS IS AN ENTERTAINMENT PRODUCT. IT INCLUDES:

- CASUAL GAMERS & FRIEND GROUPS.

- REMOTE TEAMS OR CLASSROOMS USING IT AS A FUN ICEBREAKER.

- GAME NIGHTS & STREAMERS WHO WANT VISUALLY APPEALING, MINIMAL-LAG ONLINE GAMES.

MARKET FIT

>>> SPYWORDS.IO IS WELL-POSITIONED FOR:

. COMPETIVE GAMEPLAY.

. FULLY BROWSER-BASED WITH NO REGISTRATION.

. LIGHTWEIGHT, RESPONSIVE, AND SCALABLE.

. CUSTOM GAME LOGIC WITH ROOM FOR EXPANSIONS LIKE:

  . CUSTOM WORD LISTS.

  . TIMED BLITZ MODE.

VISIBILITY

>>> TO MAXIMIZE REACH AND PLAYER ENGAGEMENT, SPYWORDS
    WILL LEVERAGE:

- SHARABLE LINKS: EASY INVITE LINKS FOR QUICK GAMES.

- SEO & DISCOVERABILITY: OPTIMIZED FOR KEYWORD SEARCHES
  RELATED TO ONLINE WORD GAMES.

- PROMOTIONS VIA REDDIT, DISCORD, AND ONLINE GAMING FORUMS.

- CAMPUS & EVENTS, COMMUNITIES AND TECH EVENTS.

FEATURES

>>> WHILE BUILDING WE ENSURED TO USE MORDERN DAY FEATURES LIKE:

- FAST, SOCKET BASED MULTIPLAYER EXPERIENCE.

- ROLE ASSIGNMENT (SPYMASTER/OPERATIVE) WITH INTUITIVE VISIBILITY.

- REAL-TIME CHAT AND BOARD UPDATES.

- A LOBBY SYSTEM WITH ROOM CODE JOINING AND TEAM BALANCING.

- GAME RULES ENFORCEMENT: GUESS LIMITS, CLUE FILTERING, WIN/LOSE LOGIC

OUR TEAM

LAKSHYA UPADHYAY

FRONTEND DEVELOPER

SATWIK SHUKLA

BACKEND DEVELOPER

DHRUV SIWACH

TESTER

KRISH YADAV

DEBUGGER

TECH USED

>>> TECH STACK IS THE CORE WHILE BUILDING PROJECTS LIKE
    THESE. THUS, WE USED THE MOST STABLE TECHS LIKE:

. FRONTEND — REACT

. MULTIPLAYER CONNECTION — WEB SOCKETS

. BACKEND — NODE.JS + WEB SOCKETS

>>> OUR DESIGN PRIORITIZES ROBUSTNESS, MODULARITY, AND
    REAL-TIME FEEDBACK USING EVENT-DRIVEN ARCHITECTURE.

THANK YOU!