

# SERVER GUI

(Scene 1) Enter port #

Welcome to word guess!

Enter port #:

(Scene 2) When at least 1 player has connected

Current games in play:

Player #	guesses left	category desc
Player #	guesses left	category desc

\* list view that always updates

# CLIENT GUI

(Scene 1) Enter port

Hello!

Enter port #:

Enter IP address:

(Scene 2) Game start

Attempt # — Let's Guess Words!

Pick a category!

You are Player # —

categories & words

Re-use scene 2 controls

- Super heroes
  - Superman
  - Batman
  - Spider-Man

- Desserts
  - cake
  - Ice cream
  - cupcake

- Transportation
  - car
  - Train
  - Plane

(Scene 3) For example: they pick the category Transportation and the word is car

Attempt # — Category: Transportation

Word:   ← update accordingly

Number of guesses left: 6

Enter letter guess:

You are Player # —

(Scene 4) Player gets the word correctly but hasn't "finished" the game

Attempt # — <sup>increment</sup> Congratulations. You guessed correctly the word was Car!

Pick a category!

You are Player # —

↑ Re-use Scene 2 for simplicity

(Scene 4 alternate) Player loses but game isn't finished

Attempt # — Oh no! Bad guess! Try again!

Pick a category!

You are Player # —

(Scene 5) Complete win (guessed all words correctly)

Congratulations! You've finished the game!

will return to Scene 1 and re-set all values

will close the game completely

(Scene 5 alternate) Lost (after all 3 attempts word)

Oh man! You lost! Give it another try!

will return to Scene 1 and re-set all values

will close the game completely