Final Project Specification: Miller's Hollow Online

Team Miller's Hollow

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1 Functionality

- 1.1 Not in a Game
- 1.1.1 Description
- 1.1.2 UML
- 1.2 In a Game
- 2 Data Model
- 3 Wireframes

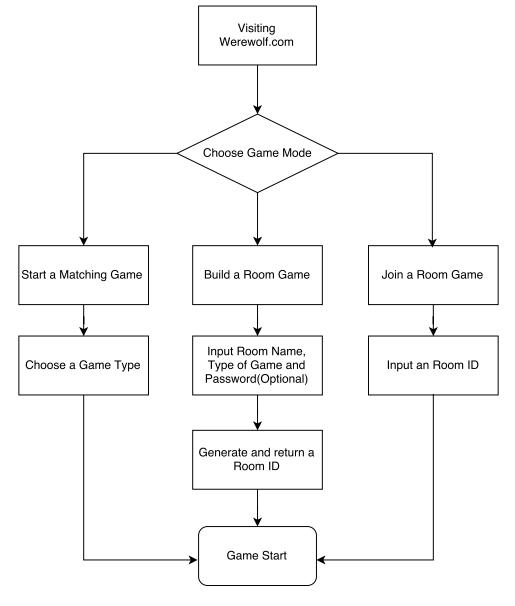


Figure 1: Functionality: Index

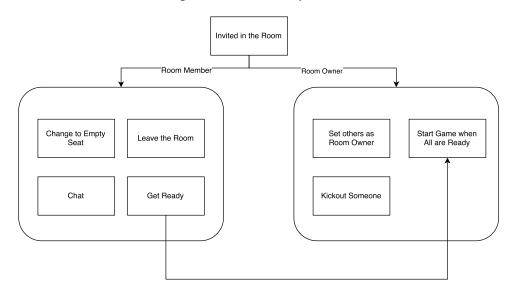


Figure 2: Functionality: In a Room

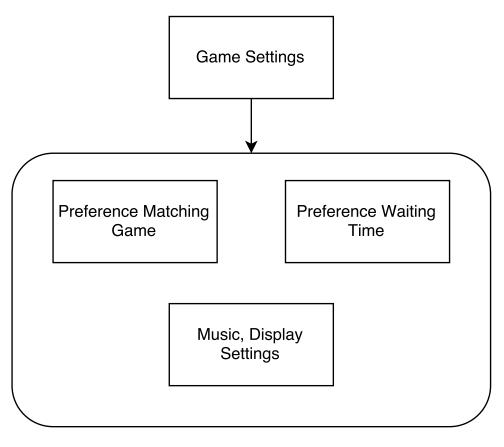


Figure 3: Functionality: Game Settings

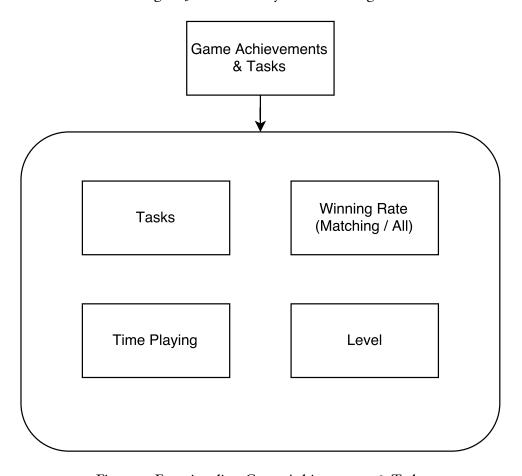


Figure 4: Functionality: Game Achievements & Tasks

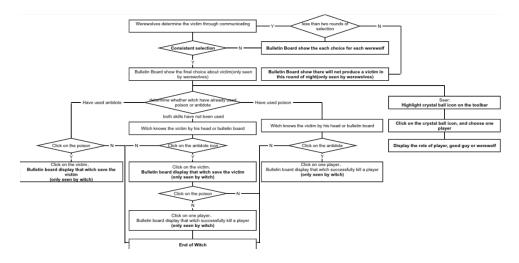


Figure 5: Functionality: Game in the Night

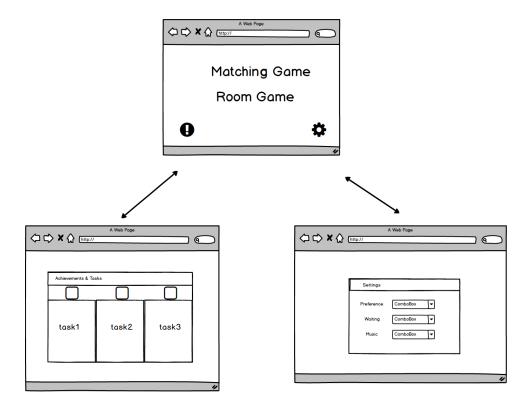


Figure 6: Wireframe: Main Page

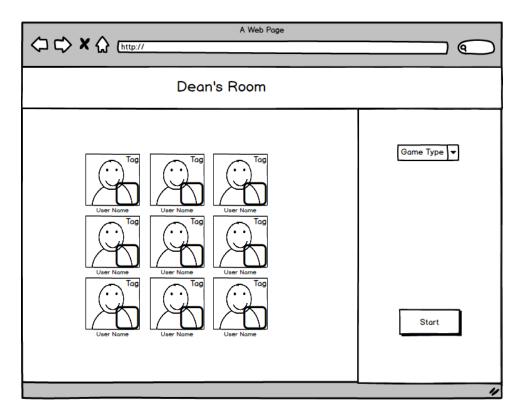


Figure 7: Wireframe: Game Room

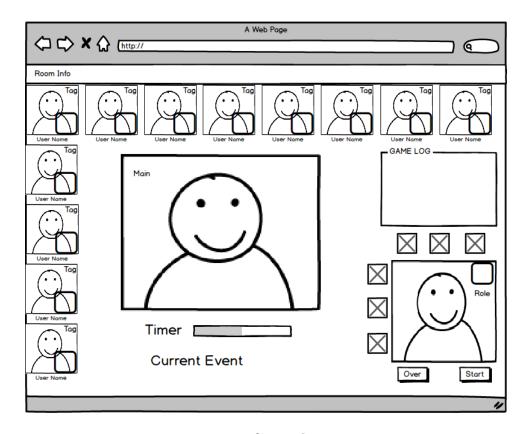


Figure 8: Wireframe: Game View