The user credentials are saved in a MySQL database.

The word to guess is generated using an external api.

The score history which appears to the user upon logging in is his latest game score(multiplayer or single).

The score calculation:

Letter exists in the word 1 time = score +1

Letter exists in the word n time = score +n

Letter doesn’t exist = no change to the score

Every user has 7 incorrect attempts.

To join a multiplayer all players must be logged into the server and waiting at the multiplayer menu. Then, the host is logged into the server and since he already knows the users he wants to play with he only enters their usernames ,team names(unique) and team size.

These are the only assumptions made all the other functionalities are done according to the requirements in the assignment document.