**Team H**

**Team Members:** Ajinkya Chalke, Ali Alavi, Neharika Mazumdar, Risha Shah, Rushabh Vora

**Game:** Scrabble

**GitHub Repo Name:** term-project-667-alavi-chalke-mazumdar-shah-vora

**GitHub Repo:** <https://github.com/sfsu-csc-667-fall-2017/term-project-667-project-alavi-chalke-mazumdar-shah-vora>

**Rubric:**

|  |  |  |
| --- | --- | --- |
| **Category** | **Description** | **Done** |
| **Code Quality** | Code is clean, well formatted (appropriate white space and indentation) |  |
|  | Classes, methods, and variables are meaningfully named (no comments exist to explain functionality – the identifiers serve that purpose) |  |
|  | Methods/Classes are small and serve a single purpose |  |
|  | Code is well organized into a meaningful file structure |  |
| **Documentation** | A PDF is submitted that contains: |  |
|  | Full names of team members |  |
|  | A link to GitHub repository |  |
|  | Brief description of architecture |  |
|  | Problems encountered during implementation, and how you solved them |  |
|  | A discussion of what was difficult, and why |  |
|  | A description of the test plan |  |
| **Functionality** | Home page |  |
|  | Log in & Registration |  |
|  | Lobby Page – list of games |  |
|  | Lobby Page – leadership board |  |
|  | Lobby Page – chat |  |
|  | Game Page – working game |  |
|  | Game Page - chat |  |
|  | Game Page - spectators |  |
|  | Account Page - |  |
|  | Account Page - |  |

**Architecture:**

Express.js application deployed on Heroku. Postgresql used for database management.

**Difficulties:**

Setting up a proper flow from login to lobby, as well as handling a direct visit to the lobby page without going through the login page.

**Testing Plan:**