Parking Lot:

* How to start game
* Auto, manual, triggered
* Number of players (max/min)
* More than 1 game running?

RULES

|  |
| --- |
| **BlockWord RULES** |
| 1. Each letter guess displays exactly 1 letter in the solution |
| 1. Each correct letter guessed is displayed for ALL users, in the order guessed |
| 1. Guesser must correctly guess word to win and get bonus |
| 1. Incorrect guesses are not displayed |
| 1. Users take turn |
| 1. Turn timeout = 10 sec 🡪 change turn |
| 1. Correct letter guess = extra turn |
| 1. Total game timeout = 5 min |
| 1. Minimum and maximum word length |
| 1. Minimum number of players |
| 1. Word selector timeout |

Word = BALLOON

Guess Letter

Submit

Guess Word

A L O N O L

| **Persona** | **Activities** | **Stories** |  | **Events** |
| --- | --- | --- | --- | --- |
| Word Selector | Select a word | 1. Choose word 2. Enter word 3. Submit |  |  |
| Guesser | Guess a letter | 1. Decide guess 2. Type guess 3. Submit |  |  |
|  | Guess a word | 1. Decide guess 2. Type guess 3. Submit |  |  |
| Rule Enforcer | Check each guess | If entry is 1 letter | Compare *letter* to letters in word  If correct:   * send correct letter to Vanna * change turner * reset   If incorrect:   * send bad news to Vanna * change turn to next guesser |  |
|  |  | If entry is word (> 1 letter) | Compare *word* entered to selected word  If match:   * Round over – WIN * Send good news to Vanna   If not match:   * Change turn * Send bad news to Vanna |  |
|  | Validate word selection | Ensure selected word is:   * spelled correctly * English language * >= minimum * <= maximum |  |  |
| Rule Enforcer  *(continued)* | Give rewards/ penalties | If round winner  Give tokens to winner  Give selector tokens  If game expires  Reward selector |  |  |
|  | Keep score |  |  |  |
|  | Change turn | If correct letter  Reset turn  Else  Change to next guesser |  |  |
|  | Start game | Wait for minimum joiners |  |  |
|  | Deliver news to Vanna |  |  |  |
|  | Keeps track of round | When round is over  Give rewards  Start new round |  |  |
|  | Keep time | If turn time expires:   * Tell Vanna * Change turn   If game time expires   * Tell Vanna * Round over   If word time expires   * Tell Vanna * Change Turn to next player |  |  |
| Vanna | Display news |  |  |  |
|  | Display scores |  |  |  |
|  | Receive guesses | Display guess box  Show turn to current player |  |  |