



Key Concepts/Features/Data Model

- Missing concepts/objects in data model
 - dictionary (or word list) of valid words
 - table or game
 - tile, stash, pool
- Language clarifications
 - ranking vs. leaderboard
 - morph vs. upgrade/swipe (subclass?)
 - turn → action or move
 - make consistent!



Security Concerns/Design Challenges

- Multiplayer game protocol
 - users: blocking
 - challenges/invites: spam, unresolved?
 - lobby: behavior
 - games: timing out, intentional forfeit?



Wireframes/SM Diagram

- Lobby wireframe
 - online players = players online and not already in game?
 - challenge should display challenger's username
 - accept/decline should be disabled unless a challenge is selected
- Table wireframe
 - include score and buttons to upgrade/swipe
- SM diagram
 - registration auto-login, form failure
 - intermediary state for multiplayer style